



*Historical SNK Neo-Geo CD magazine advertisement and reviews collection.*



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# ***UK EDGE Magazine Articles***



# Neo-Geo CD

## hits the street

SNK's Neo-Geo console joins the ranks of the CD generation

### it is...

Seymour Cray. In 1976, working alone and designing solely on paper, he produced the 100MFLOPS Cray-I, the spiritual father of all today's supercomputers. Cray machines are still the ultimate in computing power

**I**n the midst of the excitement surrounding the launch of the PlayStation and Saturn, SNK have rolled out their Neo-Geo CD system in Japan at a price of ¥49,800 (£320).

The launch was initiated by a six-stop tour of Japan's major towns designed to claw back some publicity from Sony and Sega. The 'Neo-Geo CD Live Tour', which kicked off in Hokkaido and travelled through Osaka and Nagoya before its grand finale in Tokyo, was the gamesplaying public's first opportunity to get their hands on the new machine since SNK announced its launch at the



Tokyo Toy Show in June. The unit itself and its initial range of CD software were the main attractions, but SNK also laid on fighting tournaments organised by helpers dressed as well-known SNK videogame stars.

The Neo-Geo CD is currently a front-loading system which is being pushed by SNK as a limited edition model – only 30,000 units have been manufactured. To ensure that support for the new format continues, SNK have announced that they are manufacturing a more affordable top-loading machine which is expected to arrive around December this year.

SNK obviously feel that their ageing system still has what it takes to be a viable contender in the videogame arena: apart from the addition of seven megabytes (56 Mbits) of DRAM and re-jigged VRAM and SRAM, the Neo-Geo CD has the same internals as the original cartridge unit.

The quality of most Neo-Geo software has never really been in question, but the ridiculous price tags carried by some of the games – Viewpoint costs £220, for example – →



The Neo-Geo CD comes with two joypads (top). A new-style joystick (above) is also available, as is an RGB SCART lead



The 'Neo-Geo CD Live Tour' stopped off in various cities across Japan and featured the usual mixture of promotion and onstage competitions





Loading times for the new system are noticeable (top). Another line-up of beat 'em ups: *Shin Samurai Spirits*, aka *Samurai Shodown 2* (top right), *The King Of Fighters '94* (far right) and *Gangan* (inset right)



Neo-Geo CD games (top) will include *Nam '75* (centre) and ADK's *Magician Lord* (above)

## BUZZ words

### cyberspace

**cyberspace:** the virtual space of computer memory, networks and telecommunications

**cyberspace:** the consensual hallucination experienced daily by millions of users

**cyberspace:** a graphic representation of data abstracted from the banks of computers

**cyberspace:** bollocks more like we all know it's a made-up word so sad people can say they were 'in cyberspace all day' instead of being in their bedrooms all day being driven insane by those irritating modem noises trying to find dirty pictures to download

→ was a good enough reason for most gamers to give it a miss. With some cartridges boasting huge memory usage – *Art Of Fighting 2* claimed 178 Mbits – the cost of cartridges was always destined to be high. But even the biggest Neo-Geo games will fit snugly onto a CD, and they won't have the same impact on your bank balance, either: CD

conversions of older Neo-Geo games will clock in at an exceptionally affordable ¥4,800 (about £30), with the most expensive (and more recent) CD games costing up to ¥8,800 (£56). And with thirdparty developers ADK and Sammy onboard, the Neo-Geo CD can immediately boast a huge range of affordable arcade-quality titles.

In some cases, SNK are re-recording and enhancing soundtracks from existing Neo-Geo games to suit the CD format – although the exceptional quality of the music in some cartridge titles (*Last Resort* is a prime example) means that in most cases there will be no noticeable change.

Owners of the existing Neo-Geo system are naturally concerned about

the Neo-Geo CD, especially as SNK are not releasing a CD-ROM add-on for the existing cartridge machine (because of internal VRAM problems).

However, SNK stress that they will continue to support the cartridge format. Games will always appear on cartridge first, with the CD versions following between one and two months later.

It's thought that SNK are planning to release a UK version of the Neo-Geo CD sometime next year.



**SNK will continue to support the cartridge format. Games will always appear on cartridge first**

## Available now

Priced at ¥4,800

- *Nam '75*
- *League Bowling*
- *Puzzled*
- *ASO II*
- *Top Players Golf\**
- *Joy Joy Kid*
- *Super Spy*
- *Burning Fight*
- *Football Frenzy*
- *Fatal Fury*
- *Last Resort*

• *Baseball Stars 2\**

• *King Of The Monsters 2*

Priced at ¥6,800•

- *Art Of Fighting*
- *Fatal Fury 2*
- *Samurai Spirits\**
- *Fatal Fury Special\**
- *Art Of Fighting 2\**
- *Super Sidekicks 2*
- *Top Hunter*
- *Aero Fighters 2*

Priced at ¥5,800

## Available '94

October

• *Robo Army*

November

• *Baseball Stars\**

• *Gan Gan*

December

• *Samurai Spirits 2*

• *Ghost Pilots*

Late '94

• *Magician Lord*

• *Raguy*

• *Ninja Combat*

• *Thrash Rally*

• *Crossed Swords*

• *Ninja Commando*

• *Mutation Nation*

• *The King Of Fighters '94*

\* Re-recorded soundtracks  
¥4,800 = £30, ¥5,800 = £37,  
¥6,800 = £44, ¥7,800 = £50



# EDGE

Sony ■ Sega ■ Nintendo ■ 3DO ■ PC ■ Amiga ■ Atari ■ SNK ■ Arcade ■ NEC ■ CD-i



## Neo-Geo CD

The world's most powerful cartridge arcade system has been reinvented

(and now you can actually afford the games)

Voted  
**Magazine  
of the year**



Industry awards

SNK's new CD-ROM machine is coming to the UK. For the first time, the Neo-Geo's superb arcade games will be within the reach of most players. Edge tests the first machine to hit these shores

**Future**  
PUBLISHING

Issue fifteen

**15**



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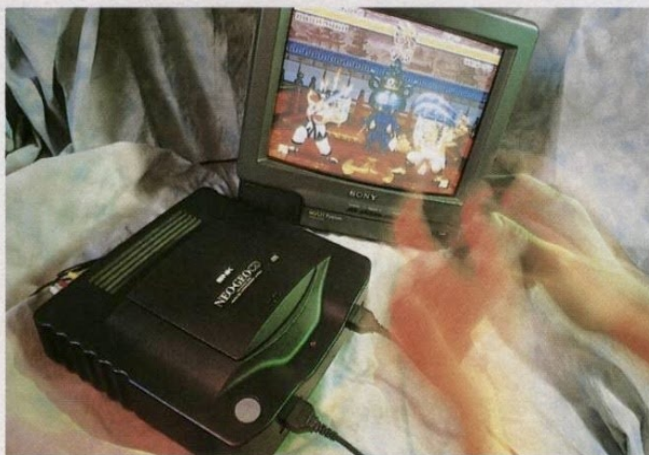
**Neo-Geo CD:** SNK's new machine debuts in **Edge/p6** • **VR32:** latest info/**p9** • **JAMMA:** Japan's biggest coin-op show/**p10** • **AMOA** show: *Cruis'n USA* and *Killer Instinct* coin-ops/**p13** • **CSG** show: latest Saturn softs/**p14** • **GLINT:** PC graphics get a new standard/**p16**

# Cutting Edge

The latest **news** from the world of interactive entertainment

## UK launch for Neo-Geo CD

Bearing a ready-made range of arcade-quality games, SNK's Neo-Geo CD arrives in the UK



The new unit is sturdy and attractively styled. The flip-top CD lid is raised by a simple press (above)

**F**our years after SNK first unleashed its potent Neo-Geo console on Japan, the Osaka-based company has launched a more determined attack on the domestic market with the introduction of the Neo-Geo CD – a repackaged, restyled and remarketed version of the arcade system that achieved limited penetration into the home.

As reported by **Edge** last month, SNK released a 'special edition' frontloading model in Japan on September 9. The voracious Japanese buying public consumed all 30,000 units on the first day of sale.

From now on, though, a new, toploading model will bear the Neo-Geo CD badge. This is the machine that will soon be available officially in Britain, following the acquisition of the UK wholesale rights by New Generation, a recently formed company set up specifically to distribute Neo-Geo CD hardware and software. With SNK's new London office primarily concerned with the Neo-Geo arcade system, and no established distribution channels for the home machine, NG has considerable freedom to develop the market its own way. If all goes →



**SNK's library of arcade games includes some truly memorable titles. The sheer power of some Neo-Geo software makes the machine well worth considering**



## Neo-Geo: the story so far

The Neo-Geo home system (above) went onsale in Japan in March 1990, packaged with a four-button joystick and a memory card. In a market where 8bit Famicom and PC Engine games were the norm, its arrival was met with general disbelief (and not just because of the price of the software). The technology was more advanced than almost anything available at the time, and delivered vivid, powerful games – SNK simultaneously launched a line of cart-driven Neo-Geo coin-ops, which are still thriving.

Given the age of the hardware, the Neo-Geo's spec is still impressive. Apart from the inclusion of an extra 430K VRAM, 64K SRAM and 56 megabits of DRAM, the CD machine is virtual identical. At its heart is a 16bit 68000 running at 12MHz, supported by a 4MHz Z80. It can handle up to 4,096 colours onscreen from a 16bit palette, with three simultaneous scrolling playfields and up to 380 hardware sprites (plus hardware scaling support). There is also some meaty sound from a 13-channel Yamaha 2610 chip.

High-memory, high-price cartridges and an entirely arcade-driven software library (no shortage of beat 'em ups) have limited the appeal of SNK's cartridge machine. Now, with the Neo-Geo CD, SNK is promising both a wider variety of in-house software (a *Zelda*-style RPG, *Krystalis*, has been held back especially for the format), and greater thirdparty development.

→ according to plan, the Neo-Geo CD will start appearing in many independent shops – and possibly some of the larger multiples – from early November.

## Edge has

managed to obtain the only unit to have entered the UK – even before the machine goes onsale in Japan at the end of October. In technical terms, the toploading unit is identical to the frontloader. The only differences are superficial: a flip-top lid replaces the motorised CD tray, and the build quality and overall design have been improved. Like the previous model, the new machine's CD drive is a single-speed type, chosen for reasons of cost. The original cartridge Neo



The limited-edition frontloading Neo-Geo CD sold out in Japan at launch

specs still apply, although the new machine now has a huge seven megabytes (56 megabits) of DRAM, 512K of VRAM and 64K of SRAM.

SNK will be pricing the new machine at the same level in Japan as the frontloader – ¥49,800 (£320), for the hardware only. According to Japanese sources, SNK makes no profit on the new hardware. Although the cost of the chipset has naturally decreased since its introduction, the continuing high cost of silicon on the international market means that the system's ample memory (the largest of any console by a huge margin) is a burden that couldn't be absorbed in its retail price.

SNK has had to make one major sacrifice to obtain the benefits of CD-ROM: speed. Neo-Geo CD games



New Generation is marketing two Neo-Geo CD packages. The more expensive bundle includes two joypads (above) and three games

are handicapped by lengthy loading times – given that some of the recent games approach 200 megabits, those 56 megabits of internal DRAM don't go very far. Most of the games **Edge** tested took around 30 seconds to load initially, with subsequent loading taking place when required. Some early, lower-memory games take even longer, because the whole game is loaded into RAM at the outset, requiring a 40-50-second stream of data at 150K/sec (although no further data access is needed once the game is installed in memory). While that's fine for catching up on classics like *Magician Lord* and *Nam '75*, '100 megashock' and soon even '200 megashock' games will result in even longer delays. Time to make a cup of tea, put some toast on, and watch an episode of Brookside.

Of course, this problem is not unique to the Neo-Geo CD, and in many ways the delays endured while waiting for games like *Samurai Shodown* and *Fatal Fury 2* to load only serve to heighten the visual and sonic overload that follows. And many games (more than was first announced) will feature re-recorded CD soundtracks, which not only saves on RAM (and therefore reduces loading times) but, of course, means an

## Who is it?

In 1975, this man made a decision with a friend that changed the face of computing. Longtime colleague of one of the richest men in the world, he assisted him in setting up one of the largest computing corporations ever



The new joystick (above) has a micro-switched directional control which works well. The rear of the machine features (from left to right) RGB SCART, S-Video, composite video and stereo jacks





## it is...

Microsoft co-founder Paul Allen. Allen was instrumental in creating a version of BASIC that was used in the world's first microcomputer, the 8080 Altair. Microsoft was formed largely for the purpose of promoting this



**Baseball Stars 2** (top) is an ordinary baseball game. SNK hasn't disguised the system's slow loading (above)

improvement in sound quality – if there's one thing Neo-Geo CD games can do, it's produce excellent sound.

Two hardware packs are expected to be made available in the UK: one consists of the machine, a joystick and *Fatal Fury* for £399; the other comprises the machine plus two joysticks and three games (*Fatal Fury*, *Super Sidekicks 2* and *Last Resort*) for £499. With SNK taking the traditional Japanese route of using the hardware as a loss leader, software sales are obviously crucial. UK games will start at £40, rising to £50 for newer titles, which alone makes the system an attractive proposition, given that many SNES and Mega Drive games are now weighing in at a hefty £60-70.



There are few shoot 'em ups on the Neo-Geo, but the quality of *R-Type* 'tribute' *Last Resort* makes up for it. The moody music is outstanding



The pinnacle of SNK beat 'em ups, the superb *Samurai Shodown*. The Neo-Geo CD version (complete with even better music) costs just £45

New Generation is well acquainted with the intricacies of the grey import market, so it's no surprise that the company will be handling both NTSC and PAL versions of the Neo-Geo CD. The NTSC machine can be played on most TVs with a SCART (21-pin) connector, which gives a clear, fullscreen picture. Happily, most titles will support a fullscreen PAL display, with only some of the older games running in letterbox format.

SNK is in the enviable position of having a machine that can immediately call upon a back-catalogue of impressive software. Non-beat 'em up fans may find its line-up fairly unappealing – 12 of the 25 initial UK releases are of the brawling variety – but SNK's library of arcade games does include some truly memorable titles. While the loading times can be offputting, the sheer power of some Neo-Geo CD software makes the machine well worth considering. Anyone in doubt should check out *Samurai Shodown* after playing *SFII* or *MKII* on the SNES. It's like lunching at the Savoy after scoffing a Pot Noodle.

New Generation can be contacted on 061-652 3143 (trade enquiries only).

## Size matters

The first Neo-Geo carts weighed in at a modest 46 megabits, while recent titles like *Art Of Fighting 2* (178Mbits), and newbies like *The King Of Fighters '94* (196Mbits) and *Samurai Shodown 2* (202Mbits) are rapidly approaching the system's 'max 330 mega' limit. Presumably, the '300 megashock' that will be emblazoned on future Neo carts is also something that potential buyers will be suffering from...



Older titles start at £40, while *Samurai Shodown* (left) costs just £45 and *Super Sidekicks 2* is £50

## Release dates

## Early November

- *Nam '75*
- *Alpha Mission II*
- *Top Player's Golf*
- *Puzzled*
- *The Super Spy*
- *Burning Fight*
- *King Of The Monsters 2*
- *Art Of Fighting*
- *Fatal Fury 2*

• *Last Resort*

- *Baseball Stars 2*
- *Football Frenzy*
- *Samurai Shodown*
- *Super Sidekicks 2*

## Late November

- *Magician Lord*
- *King Of The Fighters '94*
- *Top Hunter*
- *Aero Fighters 2*

• *World Heroes 2*

- *Thrash Rally*
- *Blue's Journey*
- *Ninja Commando*

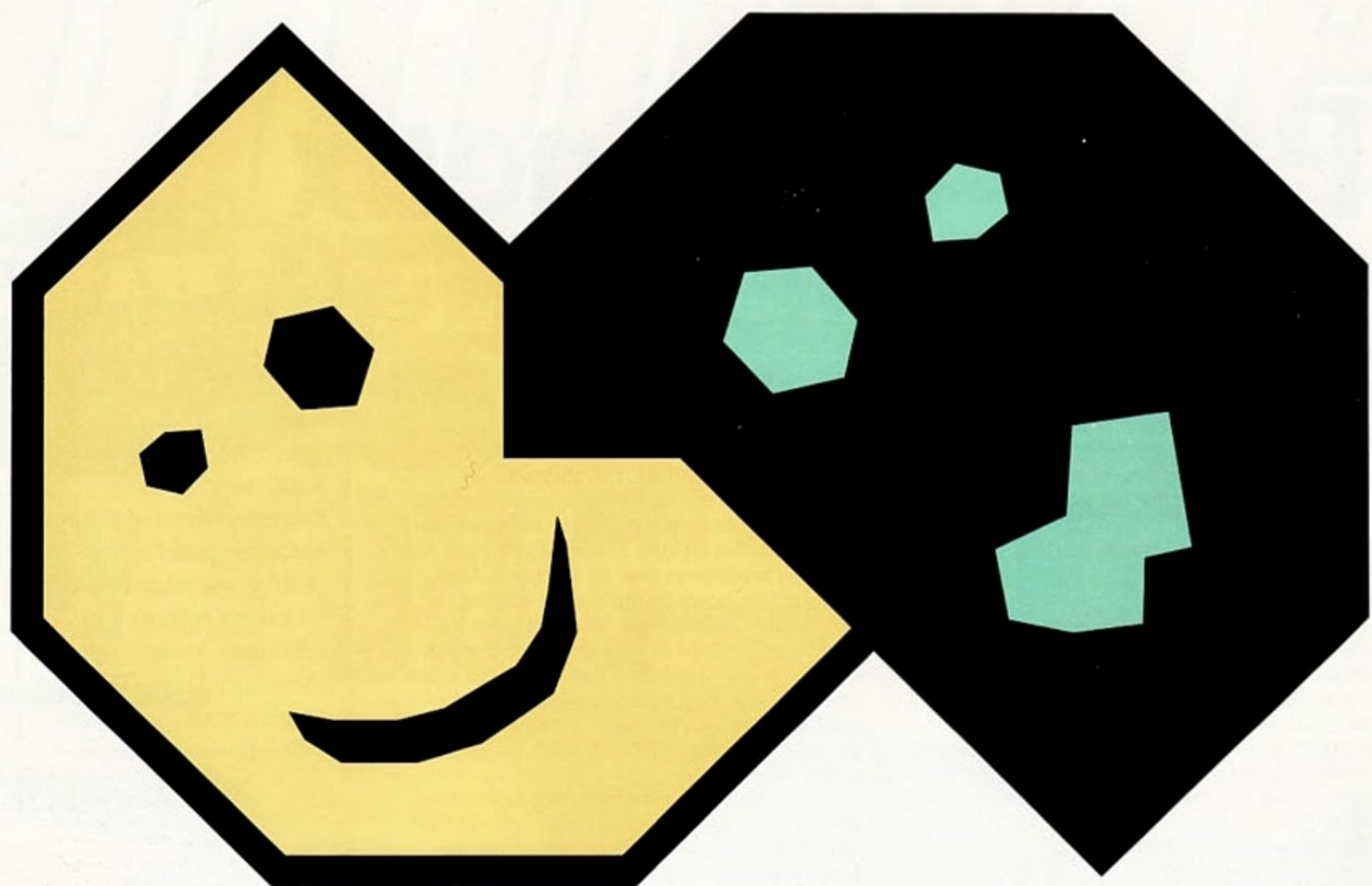
## December

- *Art Of Fighting 2*
- *Samurai Shodown 2*

## January 1994

- *Aggressors Of Dark Combat*





# Neo Geo

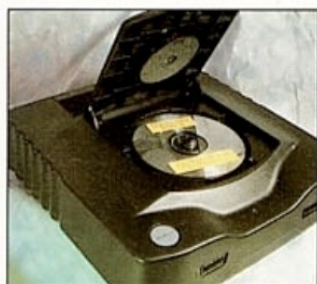
SNK's arcade-bred console has long been a cult favourite, specialising in gloriously overproduced beat 'em ups and sports sims. Exorbitantly priced carts deterred many gamers and while the Neo Geo CD removes this problem, the console and its sprite-heavy games are beginning to look quite dated.





When SNK designed its Neo Geo console in 1990, it set out to

develop a different kind of games machine. This it achieved with some merit: as well as being by far the most expensive console available, the Neo Geo incorporated numerous innovative features. And later, it also held the dubious honour of



The Neo Geo CD is a stylish gamebox. A few front loading versions were released in Japan

being the only format in history that would ask its users to pay the price of their console again for its latest game.

The hardware design of the Neo Geo was engineered by SNK to mark its arrival as a landmark in home gaming. Its sleek black exterior was auspiciously understated, making the Mega Drive – and, later, the Super Nintendo – look like toytthings (their comparative power only compounded this). Its controllers were similarly striking, with enormous bases offering four buttons, and sturdy joysticks guaranteeing a level of durability normally associated with full-blown coin-op cabinets. The Neo Geo's cartridge software, too, had a feel all of its own. Weighing in with megabits running into the hundreds, each cart was almost the size of a VHS videocassette and at least as heavy.

But the most unsung aspect of this revolutionary system was its memory card

concept. As the first low cost non-magnetic storage system, it set the precedent for later systems such as the PlayStation. The card offered a simple save game function, but it was possible to take it to an arcade and, after playing up to a certain point in a game (in a sports tournament, typically) you could download your position from the coin-op, then return home, slot the card into your console, and continue where you left off.

Its target audience was specifically the arcade goer – the sort of gamer who sought solace with the latest incarnation of *Street Fighter II* rather than *Sim City*. From the very start, the Neo Geo games library boasted titles packed to the gills with all-out action. Sega and Nintendo, conversely, were happy to welcome aboard games that traditionally made home computer systems their stomping ground, licensing them from a vast resource of third party developers.

SNK shunned the concept



The original Neo Geo hardware used huge 200Mbit carts and similarly gigantic joysticks



Super 2020 Baseball is one of the many simplistic baseball games available for the Neo Geo

of a wide range of third party licensees. Its strategy set a release schedule of one or two new cartridges per month or so, and it was able to fulfil this commitment with an expansive in-house software development division plus a select few Japanese software partners such as Artdink and Atlus.

With the Neo Geo's coin-op counterpart, the Neo Geo Multi Video System (MVS), SNK took the base hardware and installed it in a jukebox-style cabinet. The concept in itself was not a new one: Nintendo had experimented with a similar system a number of years earlier, with its Play Choice 10, which offered a selection of NES games, and gave the player not credits but a set amount of playing time in exchange for coinage. Sega chanced its luck too – its half-hearted effort followed later and offered a choice of both Master System and Mega Drive titles in one multiplay unit. Manufacture of both machines halted due to



# Neo Geo: hardware

poor turnover: sheer choice could never hope to offset the relative lack of quality each individual game offered, and, even though distributors targeted consumer areas where a supposedly lesser demanding audience would be found – such as pubs and clubs – the concept of the jukebox videogame system officially died. Not good news for the Neo Geo Multi Video System.

SNK's MVS hardware, however, was in a different league, and certainly powerful enough to sit favourably alongside its PCB bedfellows of the day, which included popular titles like Capcom's *Final Fight* and Sega's *Shadow Dancer*. Single game Neo Geo cabinets became available – *Fatal Fury 2* was a popular choice with arcade owners – and they too flourished. Its Neo Geo coin-op endeavours having been great success, SNK looked next to its home version.

It didn't find it. SNK used each cartridge's ROM count as a positive selling point, putting together software with none of the regard for data compression with which traditional cartridge-game developers had long been obsessed. The marketing theory was one of memory equals value, and the release of a new major title saw cart ROM counts spiral, with programmers adhering to the bigger-better-more policy with dogged determination. But the cost of becoming – and remaining – an active Neo Geo user soon became an unattractive undertaking to all but the most wealthy hobbyists. At up to £200 per cart, these astronomical price tags



The Neo Geo CD replaced the original console's extravagant arcade-style joysticks with some equally robust microswitched joypads (above). The switch to CDs also necessitated a redesign of game packaging (top)

hampered the machine's chances of becoming a wide-scale success on a par with any Sega or Nintendo machine.

From the outset, SNK set itself a software agenda that it would not be able to maintain. At the time of the machine's launch, other consoles were playing host to bright, colourful platform games starring charismatic lead characters. SNK followed this trend with *Raguy* (known as *Blue's Journey* in the West), which lifted many elements from the likes of Sega's *Wonder Boy* series to produce a simultaneous two-player affair, which, while not as accomplished as some of the games it so patently aped, had considerable charm.

Other early titles consisted of a mix of fast-action sports sims such as *Baseball Stars* and *Soccer Brawl*, shoot 'em ups like *Nam '75* and *Alpha Mission*, and scrolling beat 'em ups such as *Sengoku* and *Mutation Nation* – all passable if not exceptional examples of popular game

styles. SNK carefully exploited the machine's impressive sprite shifting potential, and used the huge memory reserves to pack in excessive music, samples and – especially – speech into its carts, giving them never-before-seen levels of presentation and unique special effects.

But it became clear that the machine would favour one style of game over any other. It was *Fatal Fury* and *World Heroes* that began to lay the foundations for what would later become the machine's mainstay. *Samurai Shodown*, reputedly developed by ex-*Street Fighter II* designers procured from Capcom, was the game that gave the Neo Geo the reputation SNK so desperately desired. While its previous efforts had hinted at how the *SFII* formula could be expanded upon, *Samurai*

*Shodown* realised it convincingly. It was the acceptable face of plagiarism, lifting *SFII*'s inherent gameplay and adding its own flamboyant extra touches. The game rapidly gained a strong and loyal following and remains a favourite.

The Neo Geo had, by now, picked up a reputation as a 'me too' machine, and a number of its key titles were seen as unoriginal. *Last Resort* was an obvious *R-Type* clone with some flashy graphics thrown in, while *Viewpoint* – albeit perhaps less obviously – took the ancient *Zaxxon* as its inspiration. And the development of sequel upon sequel is SNK's obvious and unashamed marketing ruling.



The visually opulent shoot 'em up *Viewpoint* still ranks as one of the finest blasters around



Perhaps aware of this, SNK pursued licenses with big-name coin-op PCB exponents as the Neo Geo technology matured. Data East produced the limited but still enjoyable make-believe sports sim *Windjammers*, and Taito set its popular *Bubble Bobble/Rainbow Islands* characters Bub and Bob in a terrifically addictive puzzle game environment under the title *Puzzle Bobble*. But the machine was never going to achieve mass-market penetration and, with enormous amounts of cash tied up with expensive cartridge inventories, SNK decided that it was time to move on.

The home market was deserving of another shot but instead of launching a totally new machine, which many were expecting considering the age of the existing technology, SNK

chose another route. The obvious decision would have been to at least streamline it and add in new custom chips to boost its power. However, SNK simply made the switch from silicon to optical, releasing the Neo Geo CD in late 1994.

The new machine has dropped a number of the nuances that so endeared the original to gamefans. Gone were the arcade style joysticks. The groundbreaking memory card system is conspicuous by its absence. Aware of the audience it would be selling to, SNK designed the Neo Geo CD as a 'plug in and go' system, and its appearance and controls are less fussy than any other CD-based machine. SNK was now willing to take on the design values of its competitors rather than eschewing them which it had before. As a result, the Neo Geo CD featured joypads as controllers, with responsive

microswitched D-pads, and buttons in the now-familiar cluster formation.

Obvious traces of SNK's eagerness to appeal to the hardcore UK gaming audience remain; the Neo Geo CD is the first Japanese-manufactured console to offer two official UK models. One runs with the more common 50Hz television display and another compatible with 60Hz display systems.

SNK's decision to go with a singlespeed CD drive, however, has galled users of the system. *Fatal Fury 2*, for example, takes around 40 seconds to load its core game engine into the machine's 7Mb capacity on-board RAM, with a further 30 second loading delay between each fight. This delay is, amazingly, even applicable if you elect to play with the same characters and backdrop as the previous match. It's an unhealthy situation given that SNK is looking to attract graduates from the Super Nintendo and Mega Drive to its machine, and one that has had to be addressed in the States, where the machine was launched recently. The US machine's doublespeed CD drive largely puts paid to loading quibbles, and there has been talk of a similarly specced model for the UK. SNK has yet to confirm or deny the rumours.

The potential of CD as a heavy duty storage medium for the Neo Geo has yet to be explored – software so far has merely been CD versions of existing coin-op titles (SNK is still manufacturing carts for the original machine, selling them mainly in Japan). It's believed that SNK looked into producing games that would hold longer term interest than straight action fodder while the cartridge-based machine was in its prime – namely the story-heavy RPGs so beloved in Japan. But, without the opportunity to

exploit such titles in coin-op format – knowing that the only revenue could possibly come from the Neo Geo's relatively small installed home user-base – the silicon plan was shelved. The low cost of CD production ensured that those early intentions were resurrected, however, and at least one title, tentatively entitled *Samurai Shodown RPG*, is now nearing completion. Given the beat 'em up's popularity, it should at least find an audience in Japan.

Although benefiting from a steady stream of solid games at affordable prices, the Neo Geo CD has so far sold approximately 20,000 units in the UK, a figure which SNK Europe has admitted is disappointing. Its future is difficult to predict, but there's no doubt that the comparative strengths of the PlayStation and Saturn (the Neo Geo's hardware renders 3D polygonal games non-existent) will – at the very least – hamper the slight progress the machine is making in this country.

There's no doubting that where 2D sprite-based games are concerned, the Neo Geo is still perfectly capable of giving newer machines a run for their money, and it will be SNK's development reserves that make or break the machine from here on. The audience that gleefully ushers in the latest new instalment of a big 2D beat 'em up such as *The King Of Fighters*, for example, has diminished, and many ex-Neo Geo devotees are now looking to the likes of home versions of *Tekken 2* and *Virtua Fighter 2* for their next taste of thrilling beat 'em up action.

But there will always be room in videogaming for a cult console, and in those terms at least, the Neo Geo CD looks assured of the throne for the foreseeable future.



*Windjammers* is an odd frisbee game that's simple and playable like so many Neo Geo titles



An unabashed arcade machine, the Neo Geo CD has a host of two-player games – practically every game has such an option

There will always be room for a cult console, and in those terms at least the Neo Geo CD looks assured of the throne for the foreseeable future



# The King Of Fighters '94

**Format:** Neo-Geo CD

**Publisher:** SNK

**Developer:** In-house

**Price:** £50

**Release :** Out now



The Ikari Warriors boys' stage, Korea, is set against the backdrop of a crashed helicopter and a troupe of bewildered natives. Detail like this is typical of the game's graphical excellence



Andy Bogard's rush attack (top) remains unchanged. One of the game's lighter moments is provided by Lucky's basketball projectile (above)

While other developers busy themselves cloning *Street Fighter II*'s legendary playability, SNK is continuing to further refine its own beat 'em up engine, as initially demonstrated in *Fatal Fury*. And with good reason: the last instalment of the series, *Fatal Fury Special*, was an outstanding game and a perfect demonstration of SNK's in-house design reserves.

Now *The King Of Fighters '94* is available on CD and it's an even better game than its predecessors. Bringing together a selection of established characters from *Fatal Fury 2*, *Art Of Fighting* and, somewhat bizarrely, *Ikari Warriors*, the game is based on a 'team' concept. There are 24 fighters in total, divided into groups of three. The membership of each team depends on prior association – the

Bogard brothers and Joe Higashi make up the 'Fatal Fury' Trio, for example.

The appearance and abilities of the characters are as varied as anyone could hope for. All but one of them has three Super Attacks (special moves) and these, coupled with the 'rage gauge'-released Lethal Attacks, make for formidable gameplay. And that



Holding A, B and C mid-bout builds your fighter's 'rage gauge' and forces some bizarre behaviour





The postcard-worthy sights of Venice are the backdrop to a rumble between these two ex-Fatal Fury stars



Dead leaves (inset) are scuffed up from the forest floor in the midst of rough and tumble. A neat touch

variety is, of course, a key ingredient of the game's appeal. Even when you've played it solidly for days, *King of Fighters* offers plenty of opportunities to practise the moves of the characters and learn extra combos.

The game is based on the familiar *Fatal Fury* gameplay framework, with the main difference being a new dodge move that temporarily pushes your character into the background, out of harm's way. At the outset this appears to be a somewhat contrived attempt to make the gameplay appear more novel than it actually is, but keep at it and you'll discover that it finds a natural place in your fighting repertoire.

Restrictions imposed by the CD are very much in evidence, with grinding delays

between character selection and combat marring an otherwise silken front end. But the advantages provided by the format outweigh such trivial annoyances. The main asset is the significantly improved music – *The King Of Fighters '94* is a seriously listenable-to game.

From Italy to England, the stage soundtracks are rarely short of stunning, whether it's an authentic twanging guitar or a horn ensemble providing the atmospheric accompaniment. And there's even a bizarre remixed version of SNK's ancient *Psycho Soldier* coin-op score in here, complete with the twee Japanese songstress's warblings that made it so inadvertently amusing the first time around.

The graphics don't disappoint either. The backdrops rival the finest scenery in any fighting game, with particular attention paid to both depth of colour and level of detail. And the appearance of the old characters has been polished and tidied up considerably to ensure that they sit comfortably alongside the new characters on display.

So *The King Of Fighters* turns out to be yet another great Neo-Geo beat 'em up. It goes without saying that it is unlikely to convert weathered *SFII* fans to SNK's way of handling the genre, but those familiar with the territory will find that the game is home to some of the most satisfyingly fighting there is.



When knockout blows connect, the effect is wonderfully overplayed via a fullscreen flash



Having lost her bout, Yuri Sakazaki sits dejectedly in the background as King gives her best shot for their team



Old Neo-Geo hands will recognise these background characters (top). The 'Superstars of the Sports World' strut their stuff (middle and above)

Edge rating:

**Eight out of ten**



# Samurai Shodown II

**Format:** Neo-Geo CD

**Publisher:** SNK

**Developer:** In-house

**Price:** £60

**Release:** Out now (Jap)

In early 1993, when Capcom's grip on the beat 'em up seemed unshakable, SNK released a game that was destined to challenge *Street Fighter II*'s dominance. The game was *Samurai Shodown*, and its quality can be attributed primarily to one factor: it was developed by ex-*SFII* staff who had defected to SNK from Capcom's in-house arcade team.

It was the differences between *Samurai Shodown* and *SFII* that ensured it a loyal following. While a plethora of clones merely copied *SFII*'s martial arts-based action, SNK's game was based on various forms of weaponry. Weapons could be locked between characters and some fighters could even use their blades for projectile attacks.



The game offers a nationality select among its options (the US version features green blood)



Wan-fu prepares to drop on to his poor opponent (top). A red Earthquake demonstrates the new 'lie' move (above)



Sieger hails from Germany and, although slow, is one of the most powerful characters in the game



Players familiar with the original game will find some old favourites in *Samurai Shodown 2*





The character select screen offers a complement of 15 combatants (top). Galford launches a spectacular aerial attack on Sieger (above)



Although not quite up to *The King Of Fighters '94* standards, *Shodown's* backdrops still impress (top). Note the POW meter special move info (inset). Yet another violent exchange (above)



paint. The new fighters include Sieger, a partially armoured warrior with huge forearms, and the decidedly dodderly Nicotine, an ageing fighter who, although blessed with obvious mystical properties, is pretty much useless against just about every other character.

The only other changes are largely cosmetic. Now when the POW meter reaches maximum the screen actually displays the super special move pad movements – a thoughtful addition. The loading system also benefits from a swipe with SNK's polishing duster. While all Neo-Geo CD releases so far have used the machine's built-in juggling monkey hardware loading routine, *Samurai Shodown II* applies its own from software. As it loads the game, the system flicks through Japanese-style SD (super deformed) character images cut into two sections. All this seems to be entirely irrelevant until you discover the in-game cheat which actually allows you to

fight using the characters in their super deformed guises.

In terms of sound – an angle much emphasised by SNK in its marketing of the Neo-Geo CD – *Samurai Shodown II* continues the push towards memorable tunes, although some will no doubt find the game's countless pipe-laden tracks too laid-back for the upbeat gameplay. The tunes that do hit the mark are stupendous, but repeated listening to certain ones, however technically accomplished they may be, can become a real test of endurance.

SNK has exploited the current lack of a true successor to Capcom's *Street Fighter II* and nipped in with a game that takes its beat 'em up craft a small but significant step further. Since its recent arcade launch, the game has garnered an impressively large and loyal following, proving that beat 'em ups are still, after dedicated cabinets, the most popular game genre in coin-op circles. In the home, it will serve to ensure that the Neo-Geo CD is classed as a serious contender in the next-generation console arena.



Computer-controlled characters have an uncanny ability to avoid projectiles (top). Wan-Fu's flaming punch owes much to *SFII* (above)



The POW meter special moves have remained largely unchanged and are still as lethal as ever

Edge rating: **Eight out of ten**



# Fatal Fury 3

**Format:** Neo-Geo

**Publisher:** SNK

**Developer:** In-house

**Price:** £50

**Release:** Out now



Geese and Andy prepare to switch planes in attack (top). Some of the backdrops are genuinely impressive (middle), while others are only mediocre at best (above)



Touches of humour abound (above). After each victory, your performance is graded (right)



FF3 retains the series' main fighters and adds newcomers like the dreadlocked Bob Wilson

**T**he SNK beat 'em up machine steams inexorably onwards. Apparently unconcerned about the other developments going on around it, SNK seems content to merely soup up its long-established game engine with a few token bolt-on extras.

In the case of *Fatal Fury 3*, this means the introduction of a multi-plane environment, which allows you to evade attacks by moving – albeit briefly – both into and out of the play area. This feature brings out the game's most spectacular graphical effects – for example, produce a certain move while out of alignment with your opponent and it's possible to knock him 'out' of the screen (thanks to some effective sprite scaling). How much this new addition adds to the beat 'em up experience depends on how willing you are to experiment and persevere.

*Fatal Fury 3*'s obligatory new fighters are perhaps the most disappointing aspect of the game. While it's obvious that SNK is keeping an eye on its nearest beat 'em up rival, Capcom (indeed, one character, Sokaku, uses a move immediately redolent of *Darkstalkers*), it's limiting itself unnecessarily. There are a number of dazzling moves in here, but the new characters dishing them out pale miserably beside their peers.

SNK recognises that there remains a hard core of traditional beat 'em up fans, and *Fatal Fury 3* packs in just about every ingredient necessary to meet their requirements. However, it won't suit all tastes, and you get the feeling it knows it.

**E**

Edge rating:

Seven out of ten



# Puzzle Bobble



Differently patterned backgrounds offer a modicum of variety, but visual treats aren't a strong point

Simultaneous two-player *Puzzle Bobble* is simple and superb fun. Every chain of bubbles you get rid of appears on the other side of the screen to infuriate your opponent

**F**orget any notions you may have about *Puzzle Bobble* being a sequel to *Bubble Bobble* or *Rainbow Islands* – its Bobbleness is mere window dressing. Beneath the dragons and the bubbles is a simple action-puzzler that's best described as a combination of *Tetris* and console title *Puyo Puyo* (aka *Dr Robotnik's Mean Bean Machine*).

At the top of the screen sits a wall of differently coloured bubbles, which you've got to clear within a time limit. To do this you fire bubbles upwards, attempting to make chains of three or more of the same colour, which then drop offscreen. The 'ceiling' grinds down at regular intervals, and when it reaches the bottom, that's it. It's standard post-*Tetris* fare, but well executed, with lots of cleverly designed levels.

As a oneplayer game, it's limited (severely, if you use the infinite continues), but the simultaneous two-player mode is what lifts *Puzzle Bobble* above average. As in *Tetris* and *Puyo Puyo*, all the bubbles you clear from your side of the screen reappear on your opponent's screen and vice versa. It's highly competitive and instantly addictive. In fact, it's worryingly easy to lose hours playing game



After you lose a life, a dotted guideline appears for one level to help you aim your bubbles better

after game of two-player *Puzzle Bobble* – a feat that many supposedly more sophisticated games can't match.

*Puzzle Bobble* provides further proof, if any were needed, of the Neo-Geo's seemingly effortless capacity for old-fashioned, basic but highly playable games. **E**

Edge rating: **Seven out of ten**



Here's the tenuous Bubble Bobble connection: your bubbles are fired by good ole Bub and Bob

**Format:** Neo-Geo CD

**Publisher:** SNK

**Developer:** Taito

**Price:** £50

**Release:** Out now



testscreen

# Pulstar

Format: Neo Geo CD

Publisher: SNK

Developer: Aicom

Price: £45

Release: Out now

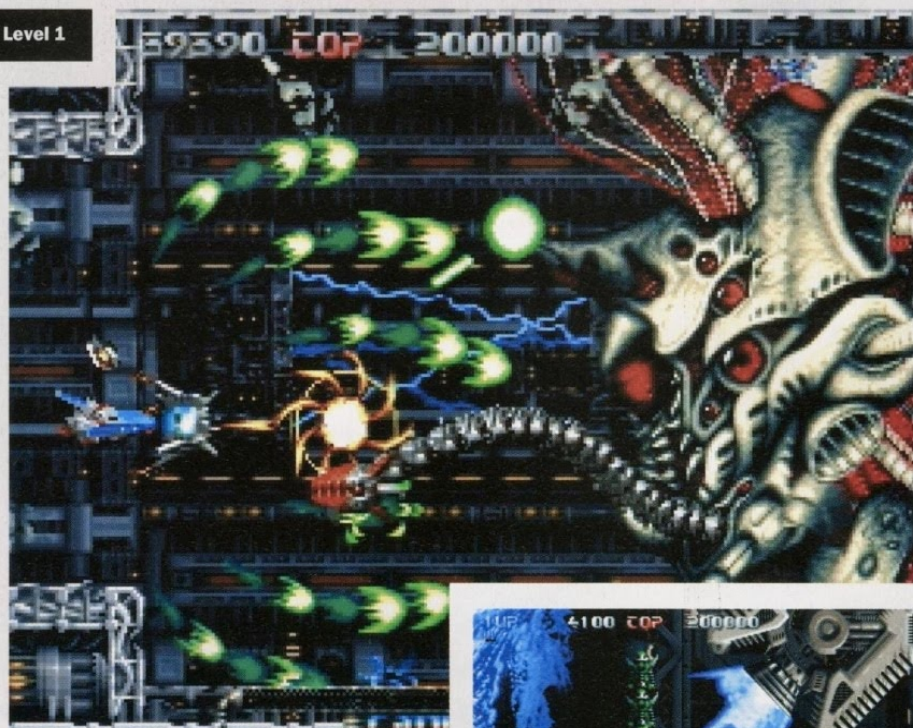


Level 2



Level 2 takes place in an embryonic water cavern. The graphics on the level boss are incredible (above)

Level 1



Level one gently introduces the player to the action, as well as paying homage to *R-Type* by producing almost indistinguishable graphics



**P**recious few games can genuinely claim to have significantly shaped genres, but Irem's *R-Type* is one that qualifies without question. Now, eight years since the mould-breaking shoot 'em up's coin-op debut, its designers have broken free from Irem's disseminated coin-op division and formed an independent team called Aicom. Their first labour is *Pulstar*, a game which patently reworks many of *R-Type*'s themes to produce an effective mix of nineties presentation and eighties gameplay.

Controlling a ship very much in the style of *R-Type*'s famed R-9 craft, three methods of attack are available. A stab of the fire button looses off a short burst of fire, while holding it down charges a power meter – both methods familiar to the *R-Type* series. The third attack is something brand

new, though: rapidly press the fire button and the power meter charges in reverse – which, depending on the weapon currently in possession, offers effects such as wider shot coverage and even force-field-type beams





Level 3 kicks off with impressive lava flames (top). The giant ship which follows is another patent *R-Type* homage (middle and above)

which encompass the craft. Couple these with the use of a second fire button – which, among other things, locks the direction of fire of any multiples in tow – and a remarkable range of attacks are possible. Sadly, similar advances haven't been made with weapon pods, which remain fixed to the front of the ship. The potential for *R-Type*'s detachable drone pod concept – where it is fired into groups of enemies or attached to the front or rear of the craft – is exciting and it's a mystery why Aicom didn't explore it with equal fervour.

But if the game updates *R-Type*'s gameplay in a rather half-baked fashion, it more than compensates with its graphics, which are the best yet seen on SNK's five-year-old console. Adopting an unusual approach, *Pulstar* uses traditionally created sprites and backdrops plus a selection whose origins lie with graphics rendering workstations. From the smallest to the largest of enemy characters the evidence is clear, with a crisp, clean look to all its



The set piece which closes level 4 makes excellent use of SNK's hardware: an egg bursts to reveal a snake which transforms into a giant crab-like boss

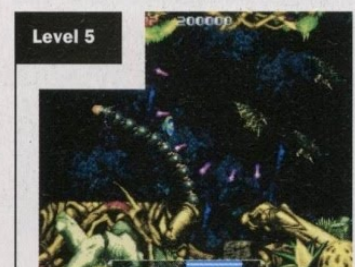
elements, an incredible level of detail and enormous bosses which call upon a breathtaking range of animation frames. And unlike Atari's *Trevor McFur In Crescent Galaxy*, *Pulstar* marries the two styles in an uncannily convincing style.

With game design ostensibly that of the eighties, *Pulstar* continually asks the player to learn the aliens' attack patterns. Whether it's a giant segmented creature attacking from the rear of the screen or an enemy suddenly firing from a seemingly innocent orifice, if the player doesn't know they're coming they have little more than good fortune to cling to in getting through unscathed. Frustrating maybe, but it's something that will be transcribed by hardened coin-op fans simply as classic gameplay. And unlike both *Philosoma* and *Rapid Reload* on the PlayStation, which ape ageing themes to distinctly limited levels of success, *Pulstar* is the bona fide article; the work of a team who cooperated with the likes of Konami – whose *Gradius/Nemesis* series garnered similar acclaim to *R-Type* – in fashioning the template which would be followed by countless game designers in subsequent years.

The game is tough – if admittedly a little short, levels-wise – and packed to bursting with action, serving as an excellent reminder of how exciting such a simple concept can be when executed with copious flair and sharp attention to detail. Its structure makes the arcade its ideal home, but *Pulstar* will equally find favour with a console audience having suffered a painful dearth of decent shoot 'em ups in recent years.

Edge rating:

Eight out of ten



Level 5's otherworldly flora theme is in stark contrast to previous stages



# Super Sidekicks 3

**Format:** Neo-Geo CD

**Publisher:** SNK

**Developer:** In-house

**Price:** £60

**Release:** Out now  
(Japan)



SS3's expansive pitch is covered well by the panning and zooming game camera. Player animation is good and there's plenty of humour and instant playability – it could only be a Neo-Geo game



The basics of *Super Sidekicks 3* are very similar to those of its immediate predecessor: smooth scrolling arcade action, big close-ups and a tough competition mode

**S** NK's *Super Sidekicks 3* is a staunch disciple of the Japanese arcade school of football. It exhibits a cheery disregard for some of the basics of the game and sacrifices many details to ensure a fast and exciting kickabout. Like its predecessors, it's a blast rather than a simulation, but it's none the less enjoyable for that.

Cosmetically, it's one of the best football games around. The side-on pitch scrolls and zooms smoothly and the hefty players throw themselves about with gusto. All of SS2's close-up views and picture screens have been transferred and their giant graphics prove that soccer games don't need motion-captured polygon players to look impressive.

The close-up views cut in for events like penalties, direct free kicks and 'Chance' shots (when a player has a go from outside the box), giving you a small crosshair with which to aim at the net. SS3 also introduces a completely new view: when a player gets one-on-one with the goalie, there's an up-the-pitch view of the

penalty area as the striker tries to round the 'keeper or shoot past him.

There are still plenty of things to annoy the ardent football fan or anyone more used to European computer football. For instance, the teams still don't change ends at half-time and players walk through each other all the time, but SS3 is simple, playable and – like an uncanny number of Neo-Geo games – just plain fun.

**E**

Edge rating:

Six out of ten



Victory for Brazil in the final leads to some typically over-the-top Neo-Geo celebrations



# Metal Slug

Green Beret was great fun ten years ago, but surely a similar game could not impress today's 3D-obsessed gamer? Joining the old school of sprite-heavy Neo-Geo games comes *Metal Slug*, a home version of the SNK coin-op shoot 'em up



*Metal Slug's* six missions take in rivers, canyons, jungles and rope bridges, lending great graphical diversity to the action. It's a pity the game is so easy to finish, even with just four continues

**T**he Eighties: a time when true 3D graphics were the stuff of dreams, when polygons were just things your maths teacher talked about, and when the 2D horizontal shoot 'em up was firmly in its heyday. Now, thanks to SNK's trusty six-year-old trusty sprite-shunting technology and thirdparty developer Nazca, *Metal Slug* is here, boasting six stages of retro shoot 'em up chaos and a host of amusing touches.

In fact, *Metal Slug* is an addictive and totally hectic game which, with every scroll of the screen, brings in some new enemy or graphical set-piece to keep the player plugging away. In terms of staple shoot 'em up features, *Slug* has the inevitable list of weapon power-ups, including a heavy

machine gun, a rocket launcher and a great flame-thrower. There's also a healthy arsenal of different enemies: soldiers, tanks, motorcyclists, helicopters, and even biplanes and frogmen.

A few nice touches have been carefully nicked from other games and then expanded on. The player has to free hostages as in *Commando*, the difference being that here they give you weapons. You can also get in a tank, à la *Ikari Warriors*, but this one can jump and has power-ups (incidentally, the two-player option in *Metal Slug* is also a tremendous laugh - as it was in *IW*). Finally, and most significantly, *Metal Slug* has much in the way of humour. For example,

enemy soldiers often sit around talking or cooking, but when they spot the player, they leap up, scream, and run away. It's a great touch which ensures that you're always checking new scenes for comic moments.

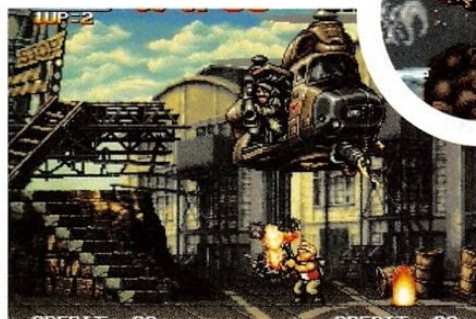
As is often the case with Neo-Geo games, though, *Metal Slug* ultimately suffers from its coin-op origins in that it only takes a few hours to complete. This is a shame, as there are plenty of great ideas and some beautiful scenery in the game. Ultimately, though, *Metal Slug* is an imaginative, humorous and enjoyable step back into the past - a brief glimpse at the way things used to be. Brief, unfortunately, being the operative word. **E**

Edge rating:

Six out of ten



The game includes some great visual sequences. Here, the players are blown off a bridge onto a boat



End-of-level baddies range from sunburnt Rambos (inset top) to huge gunships (above)

Format:	Neo Geo CD
Publisher:	SNK
Developer:	Nazca
Price:	¥7800 (£50)
Release:	Out now (Japan)



# ***UK C&VG Magazine Articles***





TEKNO

NEO·GEO CD SPECIAL

# Warning: Neo Geo Area



**For years now the Neo Geo's been the most powerful games system you could have in your home. Finally it's affordable – and it's over here...**

## New kid in town

It's not often we're taken by surprise – but this was really a bolt out of the blue. Of course we'd been wanting to get our hands on a Neo Geo CD, but we never expected to get a

call from a company saying that 'Yes, it is coming out, yes, so are the games, and yes, we'll bring one along for you to play with'.

It transpired that the distribution deal was struck a fortnight before the machine came in to us and, amazingly, it would be on the shelves by November 1, along with 14 games. So it's out there now, lurking on the shelves and getting ready for the Christmas rush.

## Arcade games

If you're not familiar with the Neo Geo, well then you probably don't get down to the arcades much. For several years now, the Neo Geo has been a favourite of arcade owners all over the country. Not just because it's a fantastic machine, but because it's a cheap, interchangeable system. The cartridge-based home version, which was launched three years ago boasted all the same specs and software, although because of the enormous size of the cartridges (some are in excess of 200M-bits) the games retailed for up to £175. So, it's not as if there were many people out there who could afford a regular supply of software.

Basically the new console is just like the Neo Geo

**An arcade-quality machine for less than £400!**





# cd access



In a perfect world the Neo Geo CD would have a quad-speed CD drive, but then again, it would probably cost about a grand. Still, what's a little loading time when you're just about to play some top coin-op title?

Despite that, it's a little irritating waiting for the machine to grab your character from CD when you're used to ploughing straight in on the coin-op version.



*This is the frightening title screen which greets you when the machine powers up.*



*While a game's loading you're 'entertained' by juggling chimps. We'd like to see him try that and drink a pint at the same time, though.*



*As with most CD-based systems, there's plenty of options for playing back audio discs.*

cartridge machine with almost identical specifications and a CD drive. The real difference is that now, with the games on compact disc, they cost more than a £100 less than they did on cartridge, with prices starting at an incredibly reasonable £39.99.

As cheap as the games are, this kind of kit doesn't come with the same kind of bargain-basement price tag. The basic package, which comes with one joystick and a copy of Fatal Fury, will set you back £399. While the multipack which has two pads, Fatal Fury, Super Sidekicks 2 and Last Resort, comes in at £499. However, although the initial outlay seems pretty steep, for the kind of games you're getting it's cheaper than a coin-op, and doesn't take up as much room.

## We've got big games

Obviously, a CD isn't the perfect cartridge substitute. For one thing it can't be accessed as fast, which means games take a few seconds to load. To cut down access times the machine has a huge 56M-bits of D-RAM to load the software into, although even

this isn't enough when you take into account games such as Samurai Shodown 2, which is an astounding 202M-Bits. This means that some titles need to load in further information when you start playing, such as extra characters and backdrops.

Because producing a game is just a matter of making a few minor alterations then burning off a CD, there's no shortage of software. The basic release policy in Japan is that there will be a constant supply of titles being re-released on CD and that most new games should be launched three months after they've appeared in the arcades. SNK is also trying to attract third-party developers to produce titles specifically for the home system, so there soon could be some surprise titles that you won't even find in the arcades.

# Joy joy pad



The Neo Geo's joystick is exceptionally well made.

Apart from being satisfyingly weighty, the thumb-pad is micro-switched, so it's clicky and responsive which makes special moves and combos a piece of cake to produce.

Considering that, it's nice to see that they're also reasonably priced – a second joystick will set you back just £24.99.

## Back

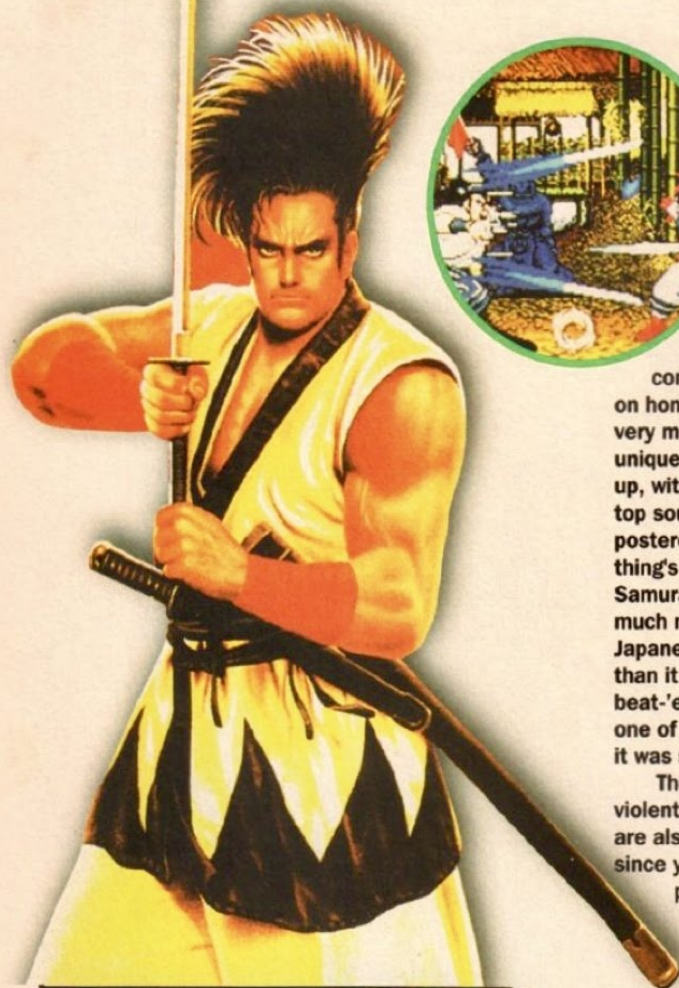
The Neo Geo CD has a good variety of A/V outputs so it can be connected to almost any system.





# Samurai Shodown

£44.99  
Out Now  
118M-Bits



It was the only game to rival Street Fighter 2 and Mortal Kombat in the arcades, but unlike those it never got the quality of conversion it deserved on home machines. It's very much in the SNK's unique style of beat-'em-up, with hugely over-the-top sound effects and preposterous moves. One thing's for sure and that's Samurai Shodown owes much more to Japanese B-movies than it does to other beat-'em-ups – which is one of the reasons why it was so popular.

The gratuitously violent special moves are also noteworthy since your average player can produce most of them, but the real match winners are purely the domain of the pros – so you're guaranteed a period of



total world domination against novice players.

Now that you can own the original for less than the cartridge conversion, this has to be top of the list for new Neo Geo CD

owners. Once you've got the game, it's well worth splashing out on an extra joypad because, as good as it is, you can't beat a head-to-head Shodown with a mate.



## Alpha Mission 2

£39.99  
Out Now  
47M-bits

Vertically scrolling shoot-'em-ups have all but vanished off the face of the planet this year – that's not the case on Neo Geo, though. Alpha Mission 2 doesn't exactly do much

to further the genre, especially since it features more clichés than your average day time soap. One thing it definitely is, though, is tough.

So tough, in fact, that even in the two-player mode isn't any easier – and that's without fight-

ing over who should get the next power-up. What doesn't help is the number of bosses you encounter. The programmers obviously thought this was a good idea at the time, but it often serves to make the gameplay disjointed – and even tougher.

However, there are plenty of you lot out there in Punterville who reckon themselves to be a bit good at shoot-'em-ups. And it's exactly those people who should take advantage of a game like this to see just how clever they really are.



£49.99  
Out Now  
106M-bits

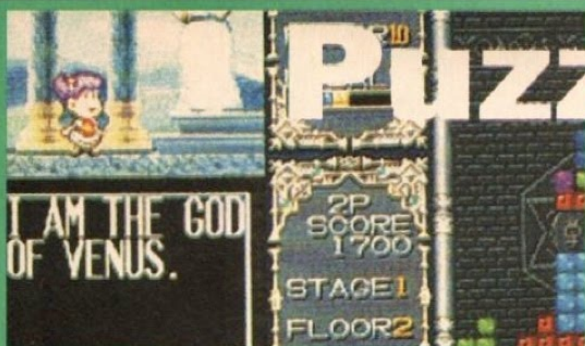
The original Japanese version of the game described itself with phrases like '...the power and presence of full memory action' and 'boil your blood with the sensation of real-life play.' In fact, the games nothing like as outlandish as the claims, and is, in fact, the best footy title for the Neo Geo.

Most of the game is played like a conventional football sim – until you take a long shot, at which point the view changes to an excellent 3D scene where you've got to steer the ball past the 'keeper, or spoon it over while you're marvelling at the graphics.

The only thing we don't like about the game

is the Japanese ads for it, which features the flags of such footballing giants as China, Australia and Canada, but makes absolutely no mention of the lads from over here.





**£39.99**  
**Out Now**  
**22M-Bits**

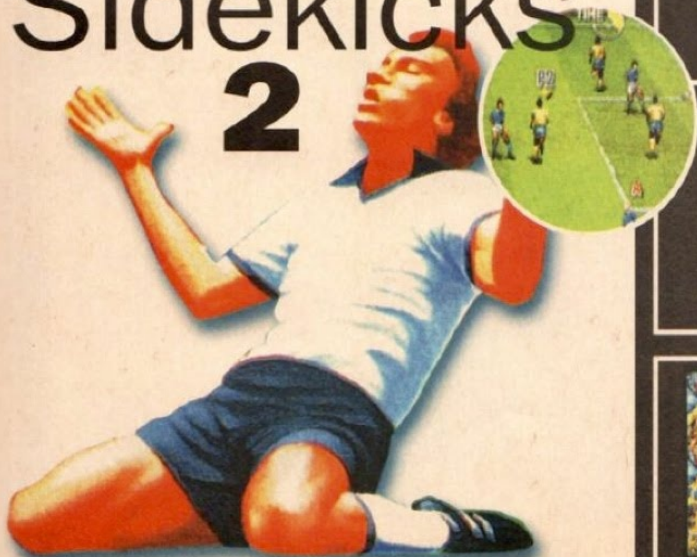
**P**uzzled is the Neo Geo's obligatory Tetris game, which stars two Jap-art characters Am and Rad. Their version of Rad, however, has a far more sensible hair cut and better dress sense than ours, and we are currently looking into the possibility of a trade.

However, it's unlikely that SNK's Rad would

want to leave the safety of this excellent puzzler for our cyberoffice in London, which is just as well, really, as the game wouldn't be the same without him. As well as a competitive head-to-head two-player mode there's a story mode which provides handy interludes, although the gameplay is so fast-paced that you end up wandering around for days seeing blocks plummeting down in front of your eyes.



# Super Sidekicks 2



## Puzzled

# coming SOON

No need to worry about lack of software support, look at this merry lot...



**AGGRESSORS**  
**DARK OF KOMBAT**



**ART OF FIGHTING 2**



**TOP HUNTER**  
**RODDY & CATHY**





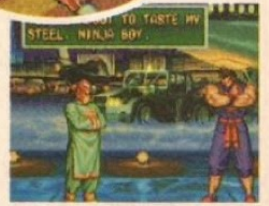
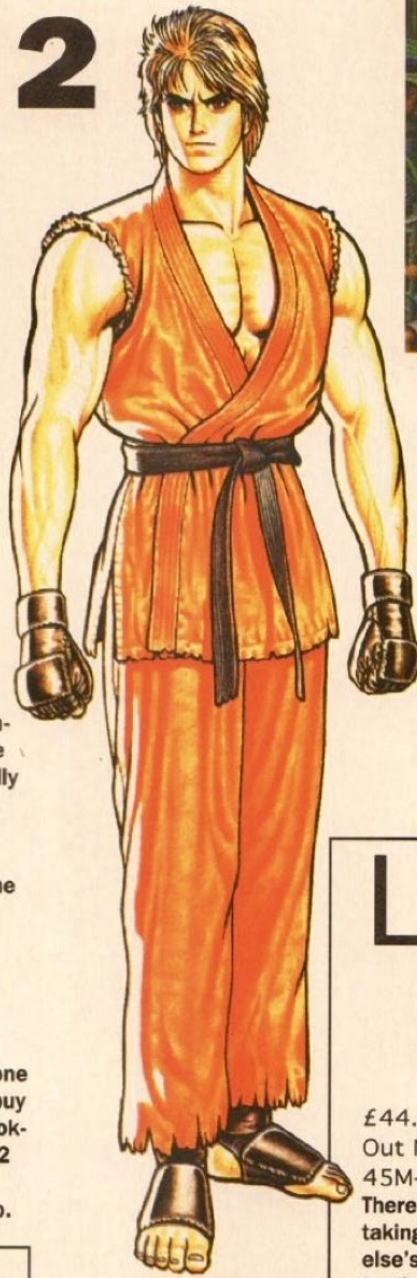
# Art Of Fighting 2

**£Unconfirmed  
Out December  
178M-bits**

No, really there is an art to fighting other than kicking the other fella in the knackers and running away. In fact, the programmers got it down to such a fine art that we reckon Art Of Fighting 2 puts Street Fighter 2 in the shade.

It's not just that there are more moves, better special attacks and the gameplay is better paced. Or that the graphics are more imaginative and the sound is sonically astounding, or that SNK has managed to push beat-'em-ups further ahead with this one game while Capcom is still telling us that Street Fighter 2 Turbo Extra Dooper Splendo edition is, like, pretty cool, you know?

Basically, if there's one reason why you should buy a Neo Geo CD, you're looking at it. Art Of Fighting 2 has got the lot. It's not just another beat-'em-up.



## Last Resort

£44.99

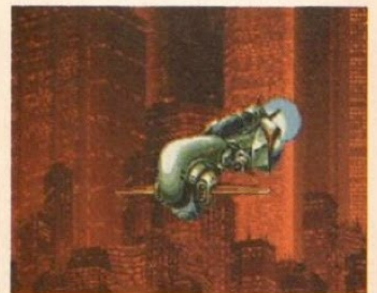
Out Now

45M-Bits

There's nothing like taking someone else's idea and blatantly ripping it off. Well, there are a lot of things like it. A lot of games do it.

But that didn't deter Last Resort's programmers who obviously saw R-Type, liked the look of it, then beetled off back to their work stations to create their own, and rather sexy version of it.

Perhaps they called it Last Resort because after attempting to throw ideas together their last resort was a trip down to the amusements to feed other people's machines full of Yen. However, credit



where credit's due, they've done a blinder of a job on this blaster.

Last Resort is a horizontally scrolling shoot-'em-up loaded with special weapons, bosses, near-endless attack waves and, believe it or not, some original ideas to keep you Neo Geers happy.





And that's not all folks,  
feast your eyes over  
this shebang of titles...

# coming SOON

## Baseball Stars 2

£44.99

Out Now

68 M-Bit

There's not much you can really do with a baseball game that hasn't been done here. The batting's first-person perspective, when you're fielding the sprites are reduced so you can see more of the pitch and scores and outs are rewarded with full-screen graphics.

This really is a game that calls for a human opponent, unless you're a total baseball nut that is - and there aren't that many of those over here

in dear old blighty. However, as sports games go on the Neo Geo, this is second only to Super Sidekicks 2. It is a major second, though, so if you're after bit of two-player rough and tumble, go for Sidekicks first.



## Football Frenzy

£44.99

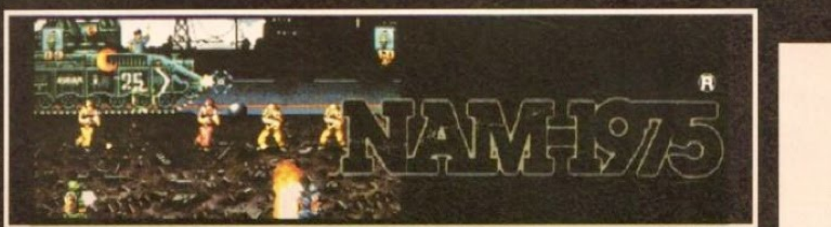
Out Now

48M-bits

We all know that this is just rugby for cowards. At least it would be if it wasn't for the multi-million dollar pay packets that drag American students away from their studies, get them playing ball.

As nice as Football Frenzy is to look at, it plays, well, like American football really. Which is all very well if you like the sport, but if you don't it's best to play the alternative

rules version. This includes trying to injure players, scoring safety's (the equivalent of an own-goal) or staging a goal-kicking contest. It's entertainment for the small minded, which is probably why we liked it.





# ***UK Maximum Magazine Articles***





# KING OF FIGHTERS

**CAN YOU MASTER THE STRATEGY OF TEAM BATTLES?!  
USE THE EDIT MODE TO CREATE THE FIERCEST TEAM!!**



Every so often a game comes along that instantly becomes an office favourite - a title that looks amazing, sounds absolutely outstanding and plays like nothing has ever played before. The original King of Fighters '94 was such a game - a release that would still warrant a five-star rating were it released today.

The sequel, King of Fighters '95, is even better. Whilst we were almost tempted away from the original KoF when Street Fighter Alpha arrived this month, now we can see that SNK remain masters of the sprite-based one-on-one fighting genre, leaving all competitors way behind with King of Fighters '95.

The game retains its unique selling point. Instead of controlling one fighter, you take control of a team

of three. Rather than winning rounds one-on-one, KoF is a process of elimination. Defeat an opponent's fighter and the next member of the team jumps into the fray. With the exception of Konami's Dragoon Might it's surprising that SNK's big idea hasn't been copied more often - it effectively increases the variety in a bout by a factor of three. You're up against a whole range of fighting styles, special techniques and super-moves instead of just one fighter's techniques.

KoF '95 improves on its prequel by allowing you to choose whichever combination of characters from whatever team you want. If you've been continually frustrated at the one weak link in your favourite team, worry no more. This



Five years after the Neo Geo console hit gamers' homes, SNK have entered the next generation with their CD unit. Available now for around £329, coin-op conversions now bid a fond farewell to the days of massive megabit carts, instead opting for the vastly more economical CD storage medium.

The perfect solution, you may think. A word of warning though for potential players. Due to the high capacity of the arcade mammoths, loading times are sometimes high even between rounds of play. Unfortunately this is an unavoidable situation, and unless the loading time is excessive, it has to be taken for granted in future.

On the scene this month, Neo Geo CD owners are undeniably blessed with

some of the hottest titles to hit the machine. King of Fighters '95 looks set to surpass the success of the previous versions, Kabuki Klash marks Hudsonsoft's entry into the domain of Geo gaming, and Savage Reign maintains the top-quality fighting game action.

As for the future of the system facing head-on opposition from both the PlayStation and Saturn, so long as monster coin-ops like King of Fighters '95 and Kabuki Klash keep pulling in the credits, everything looks very bright.

## NEO GEO CD

**AMONGST A VERITABLE HOST OF RECENT FIGHTING GAME RELEASES COMES KING OF FIGHTERS '95. SURELY THIS IS THE GREATEST SPRITE FIGHTER OF THEM ALL? WHERE CAN SNK POSSIBLY GO FROM HERE?**



# FIGHTERS '95



increases the amount of fight permutations still further and allows you to create a fighting team of awesome talent. We really can't understate how excellent this feature is. With eight teams and 24 characters overall to choose from, it offers months of lastability.

King of Fighters is definitely more original than the usual Neo Geo combat game, but it's also light-years ahead in terms of playability and gameplay. Unlike the Killer Instincts of this world, combos are far more difficult to successfully execute. This might sound like a bad thing, but it means that there's a great sense of reward for even pulling off a lowly three-hit attack. The smaller combos still manage to look absolutely fantastic as well due to the wealth of imagination put into each character. Yes, there's the usual Ken/Ryu Street Fighter types if you really want them, but there's very little sense of repetition



in the 24 fighters - each has their own spectacular style.

In the audio-visual stakes, there are no complaints. The sprites and backgrounds are the very best that the Neo Geo has to offer with an excellent range of animation. In fact, the movement is much improved over the first KoF game. The sound is excellent as well - the effect heard when a good punch or kick connects is suitably raucous, with SNK having totally resampled the effects for this new title.



## MAXIMUM NEO GEO

Just what are the best-selling fighting games on the Neo Geo then? It should come as no surprise to discover King of Fighters '94 rules the roost with everything else trailing in its wake. The only thing likely to knock it from the top slot is its own sequel. Expect a high entry from Kabuki Klash in the near future also.

### 1 KING OF FIGHTERS '94

BATTLE ACTION GAME OUT NOW

### 2 SAMURAI SHODOWN 2

BATTLE ACTION GAME OUT NOW

### 3 FATAL FURY 3

BATTLE ACTION GAME OUT NOW

### 4 SAVAGE REIGN

BATTLE ACTION GAME OUT NOW

### 5 GALAXY FIGHT

BATTLE ACTION GAME OUT NOW

CHART INFORMATION SUPPLIED BY SNK



Yes, it's another combat game and there are many excellent examples on this particular platform. However, it just can't be denied that King of Fighters '95 is the very best 2D beat 'em up available on any system. It makes a mockery of similar games on other next generation formats and is truly arcade-quality in every sense of the word. Every Neo Geo owner should have this game.

★★★★★



# NOW OVER 2,000 TEAM FORMATIONS!!





# KABUKI Klash

HUDSONSOFT'S OBJECTIVE WAS TO PRODUCE THE MOST COLOURFUL AND EXCITING FIGHTING GAME EVER SEEN ON THE NEO GEO - A TALL ORDER INDEED. DID THEY SUCCEED? READ ON...

## MAXIMUM NEO GEO

If you own a Neo Geo and fancy a change from the immensely large selection of fighting titles you'll no doubt savour the following list of the top five 'alternative' games currently available. Each game is guaranteed to be devoid of special moves, combos and large muscular men.

### 1 PUZZLE BOBBLE

PUZZLE GAME BY TAITO

### 2 SUPER SIDEKICKS 3

FOOTBALL GAME BY SNK

### 3 VIEWPOINT

SHOOTING GAME BY SAMMY

### 4 STREET HOOP

BASKETBALL GAME BY DATA EAST

### 5 WINDJAMMERS

SPORTS GAME BY DATA EAST

CHART INFORMATION SUPPLIED BY SNK

The Japanese have virtually cornered the beat 'em up market, with the Neo Geo CD having proved itself to be the machine for sprite-based games of the genre. With the awesome King of Fighters in its library, it is perhaps all too easy to dismiss any other one-on-one combat game that comes along.

Kabuki Klash is yet another in the long line of Neo Geo beat 'em ups and whilst it isn't in the same class as King of Fighters, it is undeniably a polished release. The biggest problem the game faces is culture. In Japan, the characters are well-known animation stars whilst over here, each of the vibrant, colourful fighters has no recognition factor whatsoever. The fact that the game features Japanese names again counts against it.

However, those are the only substantial gripes we can muster against this release as in the game-play arena, Kabuki Klash is undeniably impressive. The gameplay is fast and fluid, backed up with some excellent moves and super finishing techniques that fill the screen



with colossal sprites. Kabuki rewards great play with some frankly awesome visuals.

Whilst combat games of late seem to have gone "heavy on the combos", with attacks of over 20 hits becoming commonplace (and easy to perform to boot), it's great to see a combo-based fighting game that actually requires real skill and extraordinary dexterity to cram in the multiple hits. Killer Instinct take note.

Hudsonsoft, in their first ever combat game, have also included gameplay elements that make this stand out from the average Neo Geo CD fighting title. The inclusion of offense, defense and magical

boost icons (amongst others) is an original touch that can affect the outcome of a bout as much as, say a super combo attack in Street Fighter Alpha. Other original touches include the use of both weapon-based techniques as well as hand-to-hand battling - both of which are important to overall mastery of the title. Whilst feeling familiar, the game does manage to surprise you at frequent intervals.

As well as including new features, Kabuki Klash also excels in areas we've come to expect from Neo Geo combat titles. Yes, there are bosses, super finishing techniques and numerous secret bits to discover, so conventional combat players should be well catered for. The game really does build convincingly on the fighting genre and offers something new - an aspect surely lacking in the majority of fighting titles released recently.

★★★★





# SAVAGE REIGN

**"REMEMBER TO CARRY A STEEL UMBRELLA OR GET POUNDED BY THE SAVAGE REIGN!" THUNDER SNK. BUT IS THEIR LATEST NEO GEO ACTION TITLE A LITTLE MORE REMINISCENT OF AN ANNOYING DRIZZLE?**

**Storming in** from its spell in the arcades is SNK's latest sprite-based punching fest, *Savage Reign*. A break from the serial format of *King of Fighters* and *Fatal Fury* fame, the tournament brings together SNK's newest characters with killer moves, combos, weapons, and a two plane "3D" attacking arena.

Set in the early days of the 21st Century, the tournament has been called by a mysterious Lion-faced figure offering eternal wealth and glory to the fighter who can defeat him in the strangely monickered Battle of the Beast.

Central to the success of the combatants are the Dances of Doom, more commonly known to gamers as special moves. These range from a minimum of three, to a maximum of four per character, and are purely body movements, as opposed to the Weapon Wallops which unleash the force of the weapon each fight-

er has secreted on their person. Concluding the combat bill, the Reverse Attack comes into motion when a player is close to certain defeat, clawing back to win the match.

Following the recent trend in Neo Geo fighting games, *Savage Reign* functions on more than one plane - the characters leaping between the back and foreground casting special 3D attacks at each other. But dawdling in the background can also spell doom for players as they fall victim to vehicles and obstacles from off-screen. What's more, whilst battling it out backstage, the rivals can rip off pieces of the scenery to throw at an assailant on the ground.

As you'd expect from a Neo Geo game, the characters have been built from a certain formula displaying sometimes familiar attributes to previous titles, but at least building on popular themes. Japanese in styling, they all demonstrate fluidity

and variation in combat, matching each other either in the brawn or agility stakes. And this is where the quality of *Savage Reign*'s playability shines through.

Let there be no doubt, everything from the coin-op has been packed into the CD version making it a very attractive break from the more conventional *Fatal Fury*/*King of Fighters* activities, but with all the fighting action you'd expect from an SNK title.

★★★★



## DOUBLE DRAGON CD

Battle Action game by Technos

**Neo Geo CD** owners are spoilt for choice when it comes to superior quality fighting games, so it's even more of a disappointment when something of such an average standard hops onto the system.

Based on the classic coin-op and celluloid adventures of the Lee brothers, *Double Dragon CD* breaks away from the scrolling beat 'em up action of the previous titles, favouring a one-on-one fist fest. Featuring 12 characters in total, the special moves are of standard stock - including the usual collection of missile attacks, dragon



punches, and fierce kicks. But this is precisely where the game falls in to the age old trap of failing originality.

In addition to this, the graphics also fall short of the mark when compared to similar titles. The sprites lack the definition displayed in *King of Fighters '95*, losing out in both design and frames of animation. Above all, though the gameplay is not of the standard you'd expect from the arcade conversion gaming standard that is associated with the Neo Geo.

The gameplay appears all the more disappointing when you consider some of the work that has gone into making the backgrounds animate and even include video stills of the live action movie. It seems that other companies can-

not produce fighting games anywhere near the quality of SNK's home grown titles. *King of Fighters '95* is a far more worthy purchase if it's fighting action you crave.

★★

## SUPER SIDEKICKS 3

Football Simulation by SNK

**Football fever** has now surpassed all expectations in the land of the Rising Sun, to the point where the Japanese are considered to be serious contenders for the World Cup in 2002. So it's hardly surprising that every hardware platform on the Jap market is boasting sims to lap up the demand.

The Neo Geo has already witnessed two previous incarnations of the *Sidekicks* legend, both of which were nothing too spectacular. Although blessed with the sprite-shifting power of the machine, the two titles lacked playability and creativity, assuming that the sport is simply a question of knocking the ball from one end of the pitch to the other.

And this is where, unfortunately, the third installment fails once more to impress. Although the presentation has been updated with more teams - eight divisions meaning 64 playable teams in total - and all-new victory celebrations activated by goal scoring success, the gameplay is consistently wooden. What's more the programmers still haven't taken into account the artificial intelligence for the ball which has the bounce and velocity of a bowling ball.

While it's nice to see a Neo Geo CD release that doesn't involve muscular guys beating the crap out of each other, this particular title just doesn't make the grade.

★★





***UK Ultimate Future Games  
Magazine Articles***





**Neo Geo**



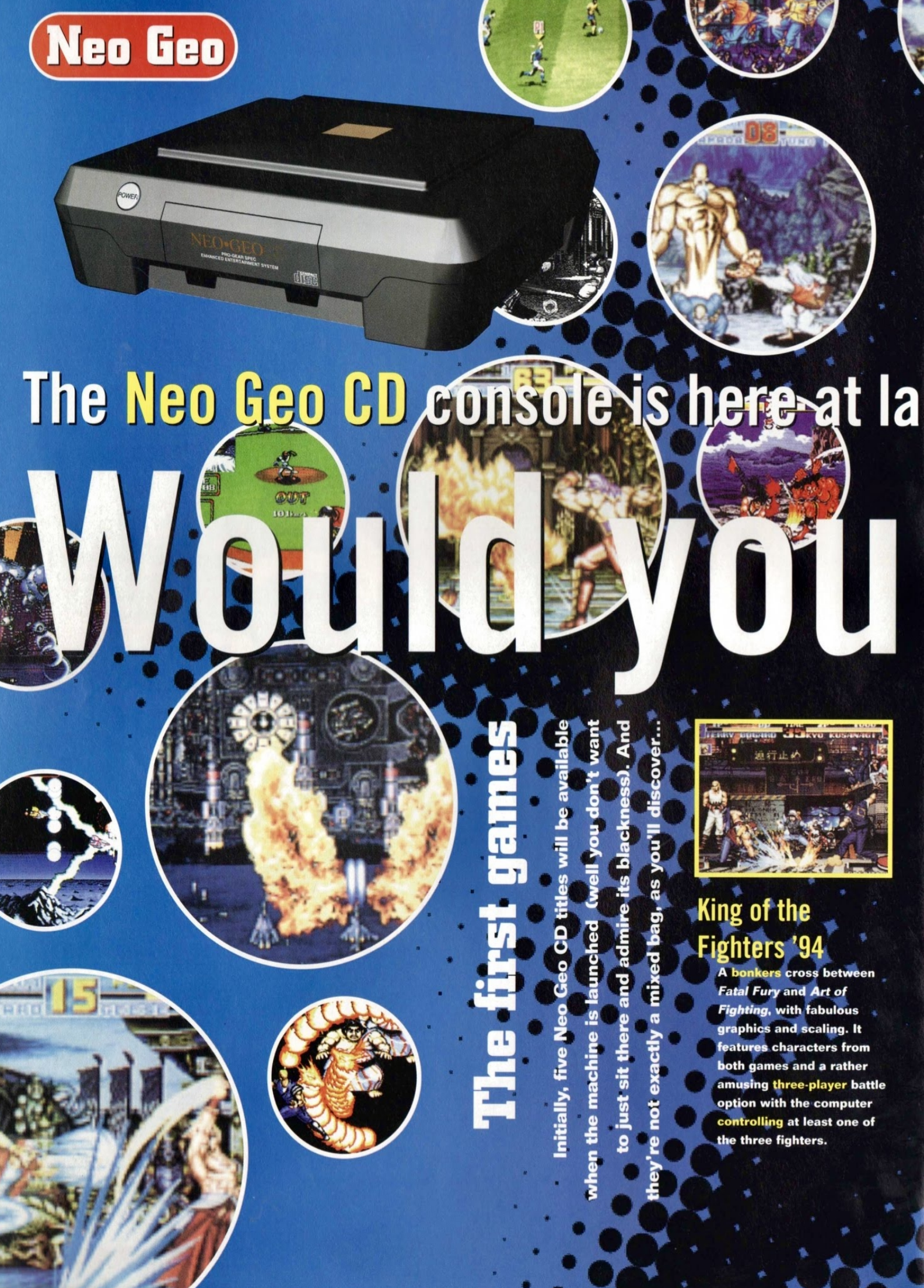
# The Neo Geo CD console is here at last Would you

## The first games

Initially, five Neo Geo CD titles will be available when the machine is launched (well you don't want to just sit there and admire its blackness). And they're not exactly a mixed bag, as you'll discover...

### King of the Fighters '94

A bonkers cross between *Fatal Fury* and *Art of Fighting*, with fabulous graphics and scaling. It features characters from both games and a rather amusing three-player battle option with the computer controlling at least one of the three fighters.







If you don't like beat-'em-ups then skip to the next feature. We're here to talk about the **Neo Geo** and the **Neo Geo** is all about fighting games. In fact, about 70 per cent of all Neo Geo games are beat-'em-ups, which is a hell of a statistic.

Until now, though, the Neo Geo has been a rich person's plaything. But, for your delight and delectation is the **Neo Geo CD**, released in the UK this month. At least you can afford the software now.

Technically, it's pretty much identical to the original Neo Geo. A couple of 16-bit processors (one dedicated to graphics), a good sound chip and brilliant sprite-handling are all firmly enmeshed in the new sleek, **flip-top** case. The machine is sturdy and attractive, looking better than the limited edition front-loading version.

Price? Not bad, but not good either – **£399**. What you have to do is weigh the cost of a Neo Geo CD against the price of the upcoming rival systems and ask yourself if you're prepared to wait. *Fatal Fury* and *Art of Fighting* fans will already decided. But if variety is your thing, you're already **scuppered**. The Neo Geo CD has a total of just 25 games planned which aren't beat-'em-ups.

## The machine

There are two versions, but in the UK, we'll only get the most up-to-date. The original Neo Geo CD player had a motorised front-loading tray. **Groovy** and clever that may be, but it's also **expensive**.

The newer version features a flip-top lid, which makes the machine both **cheaper** and more attractive. It's compact, especially in comparison with the original cartridge-based machine. It's also

# st, cheap 100 mega shocks for all... believe it?



## Samurai Shodown

Perhaps the greatest contender for the *Street Fighter 2* crown, which isn't surprising since it's by the same team. SNK **nicked** the *SF2* design and programming team from Capcom and set them straight to work on this little baby. Lots of **weapons**, amazing music and some gobsmacking sprites. It plays as well as *Street Fighter 2* and looks a damned sight better.



## Super Sidekicks 2

Top quality **footie** sim which at least makes a change from beat-'em-ups. The scaling of both pitch and players is a **sight** for sore eyes. The unique 3D **Goal Kick** feature gives it that extra bit of character. This has to rank as the **best** sports sim on the Neo Geo. The crowd noises are great, but the rules are a bit **bendy** and weird.



## Art Of Fighting 2

A bit like *Art of Fighting*... well, **identical** in fact. But with the addition of some **new characters** and plenty of new moves. This features the almost obligatory **scaling** as the characters get closer together, and, of course, dozens of spectacular **hidden moves**. Again, this is great stuff, though not quite up to the standard of *Samurai Shodown*.



## Top Hunter

Well, at least it's **not** a beat-'em-up. It is, in fact, a platform shooter, with **stunning backdrops** and a ludicrously short playing area. You will finish this on **day one**, which is a shame, because it plays really well. This **criticism** applies to most Neo Geo games, but less so to this one, since it doesn't cost £250.



## Let's get technical

- 1 First up there's a 16-bit 68000 processor for general game generating-type tasks.
- 2 16-bit graphics processor with scaling and rotation for sprites/backdrops.
- 3 Decent sound chip, excellent with both FM and direct samples, featuring a rather amazing 13 channels. Unfortunately sound often eats up cart space.
- 4 Erm, a load of RAM, 7 Mega Bytes to be exact, which is what makes it so blimmin' expensive.
- 5 No cart slot.
- 6 It has virtually no specific 3D abilities, although technically speaking, the machine should be able to generate polygons as well as an Amiga (no sniggering there at the back).

## Release dates



▲ *R-Type*-style explosions ahoy in *Aero Fighters 2*, due out about now.

### Out now:

Nam '75  
Alpha Mission 2  
Top Player's Golf  
Puzzled  
The Super Spy  
Burning Fight  
King of the Monsters 2  
Art of Fighting  
Fatal Fury 2  
Last Resort  
Baseball Stars 2  
Football Frenzy  
Samurai Shodown  
Super Sidekicks 2  
Magician Lord

King of the Fighters '94  
Top Hunter  
Aero Fighters 2  
World Heroes 2  
Thrash Rally  
Blue's Country  
Ninja Commando

### December

Art of Fighting 2  
Samurai Shodown 2

### January 1995

Aggressors of Dark  
Combat (that's one  
hell of a name - Ed)

well constructed, sturdy and good looking. There's no shame in having this baby under your telly.

The Neo Geo CD also has a better range of video outputs than the old machine. Plug this into any TV and, if you have a decent SCART system, it'll be full screen.

### The joystick

The joypads, it has to be admitted, are a bit pump. They don't weigh much and feel fine, but the direction controls are uncomfortable, which is especially annoying after years of perfectly good cross-key-type pads. Still, they're a damn sight better than the clicky and over-large joystick alternatives.

### The package

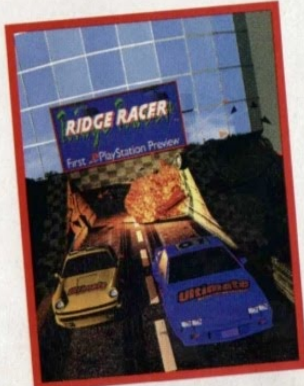
You can buy the Neo Geo CD in two packages. You can get the machine, one joystick and *Fatal Fury* for £399, or the deluxe edition with two pads, *Fatal Fury*, *Super Sidekicks* and *Last Resort*. That little lot will set you back £499.

Which, incidentally, is the same as an imported Saturn.

### So you want one, eh?

Well then, place your order with New Generation, who are handling the UK sales and distribution of the mighty Neo Geo CD. You can contact them on 061 652 3143.

## Poster section







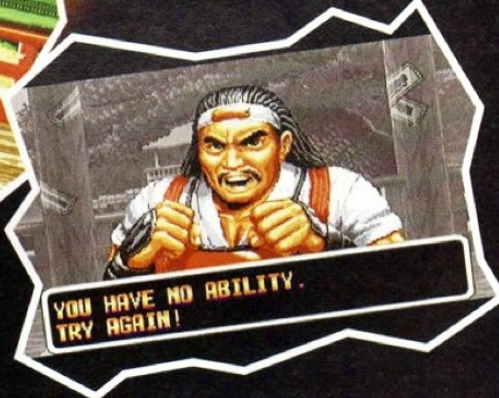
▲▶ You can only select one of two fighters during the one-player mode, but they're all at your disposal during the two-player game. Even lizard boy above.



▲ Ooh, now where have I seen that type of special move before? Hmm...



TELL ME WHERE MY SISTER IS!



YOU HAVE NO ABILITY. TRY AGAIN!

▲ Learning, they say, is a process of mistakes and accidents. It still gives you bruises, though.

# Neo Geos Fighting

...gets in on the **CD action**



▲▶ Ah ha, I smell a map screen. But look at the pianist King above, giving a right old kicking to, ahem, Ryo. Ryo. Ryo, eh? Sounds a bit like Ryo, doesn't it?



SCENE 3 CHINA TOWN

Neo Geo CD • SNK • £40

This was a bit of a **turning point** for the Neo Geo cart system. It was a **huge success** in the arcades and helped SNK get the Neo Geo installed in **thousands** of Japanese homes.

That was then, though, and this is **now**. *Art of Fighting*, it has to be admitted, looks a little bit **bland and dated** these days.

The obvious initial **similarity** to *Street Fighter 2* goes a bit mad when you see the scaling effect. This works like a camera, **zooming in** on the action when the fighters get close up. The **special moves** are pretty with each character having a more

than adequate supply of **powerful** combos.

The graphics are a little **sparse**, but the sound effects and music are still **pretty cool**. Fact is, though, that if you're a Neo Geo fan, this is probably an **essential purchase**.

**Not bad**, but *Samurai Shodown* and *King of Fighters '94* are better.

**Ultimately**

**Artful**

Classic playability  
Slightly dated

**81%**





▲ Neinhalt Sieger's big arm.



► Kanzo's back with the new Squeeze of Heaven.



# Samurai Shodown 2

Mmmmm,

Neo Geo CD • SNK • £55

*smells like a sequel...*

TOP CHEATS

**Earthworm Jim.** Mega drive:  
Pause the game, then press Left and A. Now let them go and press B, B and A. Let them go, then hold Right and A. Let them go and press B, B and A. If the cheat's worked, you'll get a secret cheat menu.

▼ Yep, you can still hack at the bamboo in this section. Top stuff, eh?



▼ Cham Cham's plush wilderness background is bloody great, Vicar.

**F**our spanking new characters, one missing chap and a brace of bruising moves later, the second instalment of the *Shodown* saga slams into the NEO GEO CD like a wild boar on heat.

It's just great. Tam Tam, the Incan Avenger has had his collar felt by the style police, his jiving arse ousted in favour of four flavoursome challengers, including Cham

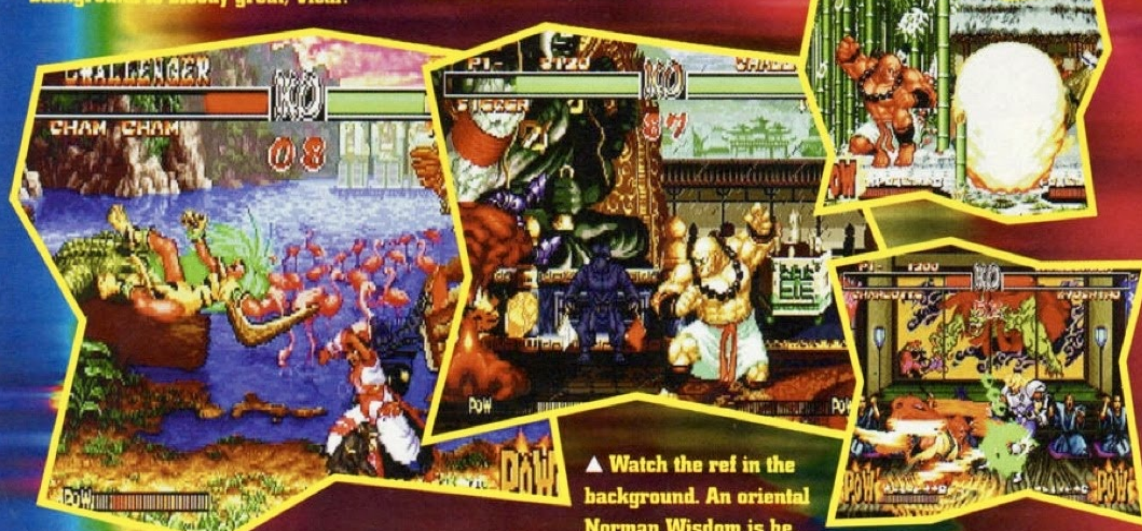
Cham, the shonky forest maiden, with added monkey.

Each of these new kids come with their own superbly detailed background (no surprise there), while each of the original characters' have had theirs vastly improved. Scaling and animation is still stunning, while the variety of moves: basic, methods of mayhem, and those all-important, ahem, 'Weapon Smashing Waza's', provide variety not really seen before on the Neo Geo CD.



It's no wonder this was, and still is, big in Japan. Even the miniaturisation moves from the coin-op are in here. Pointless and fun. But admittedly, some of the special *special* attacks are incredibly demanding of the dexterity in your thumb.

This may not be much of a technological leap, but it sure does provide more beat-'em-up treats than a bag of chunky doggy chocs. The lack of a proper versus mode and the irritating accesses are a pain, but its sense of humour had our laughter juice flowing.



▲ Watch the ref in the background. An oriental Norman Wisdom is he.

**Ultimately**

Improved

88%

- Plays gorgeously
- Loading times. Aaaargh.



# Spandau Ballet, Margaret Thatcher and

# Puls



▲ A shield protects the front of your ship. But not the back.



▲ The backgrounds throughout the game are quite lovely. Look at them – lovely eh?



**W**ill the Neo Geo's only game of the month be a beat-em-up or a shoot-em-up? Place your bets, and no peeking at the pictures. It's a shoot-em-up! Gosh that was fun.

Diversity in its games may not be one of the Neo's strong points, but reproducing arcade-style thrills in the home is. However, *Puls* is the sort of game that was popular in the arcades in the eighties. It's that hardy old favourite – the sideways shoot-em-up. Think *R-Type*, think *Gradius*, think 'My goodness I've seen this all before.' For the hardened blaster fan *Puls* holds nothing new, swirling, diving baddies, mid-level bosses, and end bosses.

What *Puls* does have in spades is arcade quality. It has arcade feel. It has arcade written all over it. It's the sort of game you find in the back room of a country pub miles away, after you stopped there to use the toilet. The kind that still costs ten pee to play – the old size ones. While playing it you want to balance your shandy on top of your Neo Geo and keep looking over your shoulder to see if the pool table's free. It's a retro-gamer's dream come true.



17.

**A**ny sport sims that arrive on the Neo Geo stage are very welcome. *Super Sidelicks* apart they've been in short supply. *Dunk Dream* cannot paper over the cracks for long though. It's a three-on-three *Jammit* clone, with a few super moves and power-ups in the style of *NBA Jam*.

Nothing here that hasn't already been done on the Mega Drive or SNES. And really nothing to shake your rim.

Neo Geo • Data East • £45

## Dunk Dream



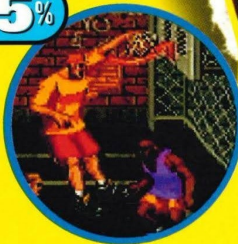
◀ Hands up anyone who wants to be in the latest basketball sim. Thanks.

**Ultimately**

A nightmare

45%

○ It's sport on the Neo Geo  
○ But a sad form of it



▲ Look at those graphics. Smooth. Clean. Feel like you're in a new city?



▲ There are a number of venues and surfaces...

▲ ...like the sandy court at the top and the hi-tech surface above.



◀ Your ship can even go under-water too. Jeepers!

# tar

## The eighties live

The graphics are bright and garish, the sounds brash and violent and the gameplay as addictive as hell. If we'd been paying ten pee a go to play it, we'd have had to sell our internal organs by now. It's addictive because it's tough. Suddenly those whirling bad guys will multiply exponentially then fly straight at you. You'll curse, you'll laugh, you'll cry, you'll

have a marvellous time, but all the while, deep within your subconscious, you'll know – this game is long past its sell by date. It may be just the sort of hard-core arcade stuff that Neo owners love, but there are more interesting and original games happening out there.

A bit of nostalgia is nice once in a while, but time marches on and it has, all over *Pulstar*.

### Ultimately

**Lou Beale**

**63%**

- ◉ Genuine arcade action
- ◉ Very 'old school'

Machine: ..... Neo Geo CD  
Publisher: ..... Aicom  
Developer: ..... Project  
Price: ..... £45  
Stages: ..... 4

**UK**

Neo Geo • Data East • £45

▼ Choose the nationality and skill level of your disc thrower.

# Flying Power Disc



▲ There are some special power moves where your player goes wild.

If you **cross** tennis-style **Pong** with Frisbee, stick a goal at either end, and add in the **razzmatazz** of basketball you get a rough idea of what this game's about.

You are **one-on-one** with someone on a tennis court which has a net in the **middle**, walls at the **side** and a goal across either **end**. By **skimming**

or **lobbing** the frisbee over your opponent, or off walls past him into the **goal** you **pick up** points.

There are plenty of tricks and moves to learn and the action **comes thick and fast** as you slide maniacally around the various court surfaces.

*Flying Power Disc* is a **welcome** alternative to the beat-em-ups and **great fun** too.



### Ultimately

**Alternative**

**73%**

- ◉ Original inventive gameplay
- ◉ Which does become



◀▶ You initially come equipped with three types of super weapon: fire attack, heatseekers and a nuclear bomb.

▶ The second, water-based level is a optical mind-funk of epic proportions.

▶ Some of the bosses and even smaller characters in *View point* are absolutely gorgeous.

# Take a gander at **View point**

Neo-Geo CD • Sammy • £50

## Giving



◀▶ There's always a slight pause in the action (thanks to the Neo Geo's bane of sluggish disc accessing) before you meet a boss, but it doesn't get in the way of gameplay.





▲► Sterile screenshots don't do justice to the glorious animation in *Viewpoint*. Thank God the scrolling isn't too fast – you get to enjoy the scenery.

If you put *Zaxxon* and *R-Type* into a Kenwood Chefette, you just might get a **runny mess** resembling *View point*. Okay, it may not exactly be **brand new** (it first appeared late 1993), but when it came out on Neo-Geo cart it was a **limited edition**, cost over £200 and sold about three copies in the UK – which is a **shame** 'cos *Viewpoint* is **bloody good**.

Before we go any further, *View point* is NOT another Neo-Geo **beat-em-up**. You can't 'be' anybody, and there aren't any

special combos. Got that? This is a **heavy-duty** balls-out blaster, pure and simple.

As blasters go, *View point* isn't that different, but the graphics and animation are **absolutely gorgeous**.

*View point* is also ruddy hard. The (scarily) **big bosses** are sods to destroy, and the restart points are miles back, so you end up playing through the same bits **over and over again**. You'll loathe its difficulty level; you'll hate its **merciless attack** patterns; you'll

despise it's **impressive** but apparently **invincible** bosses. And you'll just keep on coming back until you've **got it beaten**.

If you have a Neo-Geo CD, you need *View point*.

**Ultimately**

**Luscious**

**82%**

Best looking Neo-Geo game yet  
Frustrating toughness

# the Neo-Geo a different outlook



►► Stunning though it is, *Viewpoint* pales in comparison to a Cornish pasty. But hell, you probably get more pleasure per shiny inch of the *Viewpoint* disc than you would a portion of Ginster's.

**Ultimate**  
Picture Games

79



**Ahtside, you schlag!!!**

The so-called "Aggressors" are a bunch of loves really...



**Kisarah**

A simple and innocent tomboy, with a smashing hip bazooka move.



**Fuma**

Don't be fooled by the red hair and string vest – he's a toughie.



**Go**

A gutsy guy from Osaka, he's one of the deadliest fighters.



**Leonhalt**

A raging black bull. Apparently. A top chopper with his fists.



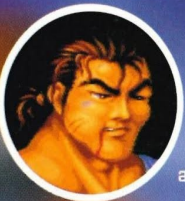
**Sheen**

Has a Super Dangerous Frankenstein crazy death blow.



**Jo**

The Red Panther from Honmoku's a bit of a mincer really.



**Lee**

Flashing White Fang is at one with nature, but accepts any fight.



**Bobby**

The Brown Bullet is the token American basketball kid.

# Aggressors of Dark Realm

Just another two-bit sweat-soiled gra



▲ Get in close and press A and B together to grab the opponent, then you can throw them or rotate around them to do a special throw. Go has some particularly effective ones, and can also fly headlong across the screen at you, the git.

▲▲ Energy bars seem to last forever, even when you're getting stuffed. They cycle through a myriad of colours before you die.



► With plenty of room for throwing in *Aggressors*, there's loads of titillating screenshots.



Neo Geo CD • SNK • £55

**W**ow, what a name. That's the kind of name that **chews the cheeks** of small children and retired people. A title that

conjures up images of Gothic spires, **muscles exploding** like popcorn beneath the skin, and **impregnable torsos**.

But if you're expecting any of the above, you'd **better look elsewhere**. *Aggressors of Dark Kombat* is nothing more **offensive** than a bunch of typically weightless Neo Geo characters – plus token **girlie** – yoking together for a run-of-the-mill Neo Geo **street brawl**. And there's nothing really special about it. At all.

The whole thing **reeks** of hastiness. Look at the **appalling** intro screen where it's a real arse trying to read the options. Listen to the music which sounds so **much** like incidental tunes from *Dr*

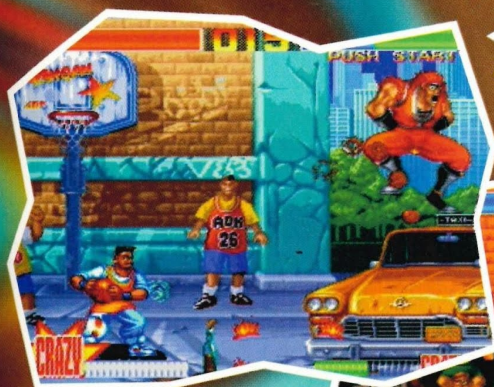
*Snuggles*. Read the manual, which is so hideously translated it's **embarrassing** – "Anything goes to beat up your enemies!" "Molotov Cocktail: **it hurts** if you get it and you get burnt if you **touch the flames**." You what?

Yes, the characters are big, but their animation is **sparse**. There's a real emphasis on violence (breaking bones, **spilling blood** etc.), and you can interact with the scenery to pick up weapons, but there's no class to it. There's **no room** for pulling off a special move, and although there's reasonable provision for **stringing combos together**, it's a case of getting stuck in with flailing limbs.

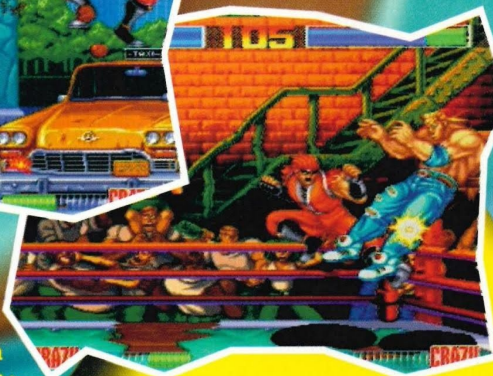
It's nothing we haven't already seen before, and seen with **more finesse** at that.

# Aggressors of Dark Kombat

People peep show from Osaka?



◀ Chuck a Molotov Cocktail at your opponent for some slapstick pubis-melting japey. *DKFlamer* anyone?



► The reactions from the fighters while they're getting pummelled are some of the funniest we've seen. Just take a look at Sheen being twatted in his own location. How embarrassing.

C'mon then, it's

► Come and have a go if you think you're hard enough.



## Load your bases for 2020 Super Baseball

Neo Geo • SNK • £50

▼ The officials can place mines on the pitch.

**F**or all its sci-fi trimmings, *2020* is basically a typical baseball game, which is very accessible and lacks too many of the tactics that more anal types require. Which is no bad thing for baseball virgins: you throw the ball, you hit the ball, you catch the ball. Simple. There are nuances of speed and swerve, but they're fairly

rudimentary.

After a while you'll indulge yourself in the various substitutions that can take place, set up basic strategies, enter leagues and even learn little traps, but in the long term it isn't enough to keep the real baseball fan interested. A fun little game that makes a change from beat-em-ups. But nothing more than that.



▲ There are some super power-ups for both the batter and pitcher.

**Ultimately**

Amusing

• Easy and fun to play  
• Limited extras

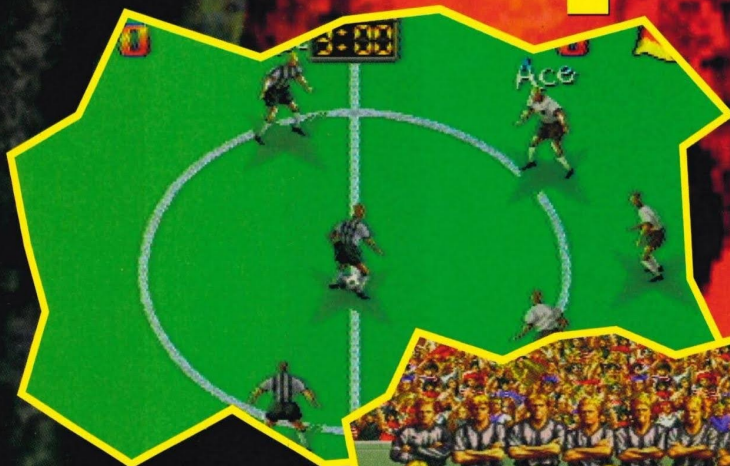
68%



▼ There's really not much point buying this with *Sidekicks 2* (and soon 3) out there having a kick around. But it's still a mini-classic.

## Super Sidekicks

Time to clean up your dribble again



**T**hey say that the **old ones** are the **best** and they're not far off when it comes to **footy**. Just look at the **mother** of SNK's efforts, and its deep **roots** in Arcadedom.

With the choice of **12** international teams and **four difficulty** levels you could bash this out for **hours** and never really feel boredom **sinking** in.

Scoring a goal couldn't be simpler – you're even **told** when

to have a **pop**. The large sprites and raised 2D perspective add to the game's **simplicity**.

In fact the only really **irritating** problem is that it only caters for two **players**.

**Ultimately**

**Classy**

**79%**

⬆ Instantly playable  
⬇ Sequels available

► The authenticity is uncanny. Just look at the variety of crouching methods employed by the gold-topped bunch here. Fine detail, eh?



Remember the **ridiculous** price of SNK's Neo Geo games? How can you forget – **talk** about taking out a **mortgage**. The back **catalogue** of games was top, but paying **£200** for a cartridge



◀▶▶ Remember **Manimal**? Now he could **really** turn into a beast or two. Imagine all that delicious **Whiskas** and **Churn**.



**I**f you've played the **first** **installment** of this saga you're going to love this. **Faster** gameplay, more characters and a **hilarious** mock cavalry battle make this a real **contender**.

As in the **original**, there's a choice of two characters – **Jack Stone** and **Claude Yamamoto**. They both possess awesome **samurai moves** and can slip into the baggy pants of **Ninja, Ninja Dog** and **Tengu** (God of **crows**).

There are only **three levels**, but the playability and humour **compensate** slightly. A **simple** beauty that uses the Neo Geo CD system to the **full**, **Sengoku 2** is just as enjoyable to **watch** (but only if you're a tiny bit sad).

**Ultimately**

**Choice**

**70%**

⬆ Slick character changes  
⬇ No serious challenge

## Sengoku 2

Fitter than the original?





▲ ▼ SNK really had better pull their little Oriental socks up – you can't afford to clog up the Neo Geo CD with second-rate, two-bit 2D beat-em-ups.

**F**ought with **colourful** sprites against **Double Dragon** style backdrops, **Mutation Nation** is your **quest** to rid our lovely **planet of deviants** that

have emerged after a bio-chemical **laboratory accident**.

Curiously there are no real **combo** assaults or any intricate pad **movements** to sort out, because one **attack** button does it

► Winkle pickers are lethal on the right feet.

all – simple, effective, and yep, effortlessly **dull**. Wagging briefly with the **D-pad** and hammering the **A** button does **produce** a **different** punch effect, and collecting power **balls** gives you access to Deathblows, but there's still **not** enough **variety**.

Oh yes, it's routine stuff is this. **Kill** enemies, **meet** boss and repeat until bored **witless**.



**Ultimately**

Limp-wristed

45%

- ♦ Seriously simple
- ♦ Play it then ditch it



# Mutation Nation

Do we really need another beaty?

was 'a bit' **bloody steep** to say the least. As we all know, the **Neo Geo CD** means cheaper gaming – **hoorah** for that! All the following are from SNK and cost roughly **£40...**

## Soccer Brawl

Cantona style

► Skeletons made by Tefal are the things to be seen around.

◀ ▼ *Speedball* this ain't. It all looks very nice in its 3D isometric coating, but it's certainly no pack of M&Ms. Er...

**I**f you **cut** down the **number** of footy players in a team to **seven**, set up magnetic/rebound **walls**, arm the **boys** with power shots and let them **slug** it out, you get **two** things. **Swansea** at home or serious 21st Century **soccer**.

Soccer Brawl gives a choice of eight **countries** and **two** stadiums. There are all the **usual** football moves, carried out using the D-pad, **A** and **B** buttons, and a power meter for deadly tackles and **shots**.



But when making those lightning **speed** passes, you **can't** see where the ball goes and you end up completely **losing** the plot... and rather worrying **chunks** of patience.

**Ultimately**

Tosh

51%

- ♦ Skull punching fun...
- ♦ ...that won't last forever





▼ The time between the Neo Geo cartridge and CD releases is dropping like a fully-laden fridge.

▼ Blimey, there's no need for that. As you can see, this certainly ain't your average SNK beat-em-up.



▲ The Japanese are currently going *Fatal Fury* bonkers, with regular updates every month in the specialist gaming press.



**T**here is **mayhem** and **violent behaviour** in the **Ultimate office** and that can only mean one thing - **Fatal**

**Fury 3 - Road to the Final Victory** has arrived on the Neo Geo CD.

With **new characters** and some amazing special moves, there may be a **slim chance** that Neo Geo beat-em-up fans may **never** feel the warmth of daylight again. The story and gameplay stays the same - fight your way through some **awesome characters** while searching for the **ultimate prize**.

A **handy move** when you're getting your butt kicked is the ability to **leg it** from your opponent, by moving to the **front** and **back** of the screen. There is an amazing zooming in on the action effect when a **fighter** is on his **last legs** and getting seriously slapped.

With **ten characters**, **eight** difficulty levels, yer colour-crazy graphics and great **sound effects** this one's hard to put down. You even have the chance to be a **Buddhist** priest who uses some **bonkers** magic.

Other characters include **Bob Wilson** (the cafe owner), **Blue Mary** (the **American mercenary**), **Mai Shiranui** (the dancer) and of course, the lovely **Joe Higashi**.

An awesome beat-em-up which is fast and furious - another **SNK special**.

## Ultimately

**Bruising**

◆ New Characters and moves  
● Played it before

**79%**



# Kicking butt time with

# Fatal Fury 3

## and it's fatally addictive

Neo Geo CD • SNK • £50

▼ Bob Wilson gets everywhere these days. He's a bit special with his hands, mind you.

▼ This guy is about to go through serious grief.

▼ It's about time he changed his clothes.

▼ Blue Mary. The lass without a blue hair in sight. She's a great character to play.



**TOP CHEATS**

**Samurai Shodown 2** Neo Geo CD: To add a bit of variety and spice to this classic, why not try playing as Kuroko, the mysterious referee. During the character select screen in two-player mode, simply move ▲▲▲▲▲ with the D-pad and press A. Try finding out his devastating fireball moves. They're bloody great.



# Flaming buttocks!

# The King of Fighters '95

## in top beat-em-up shocker



YOU'VE IMPROVED ALL RIGHT.  
BUT I STILL WON EASY!



scrappy offerings.

**Y**ou'd pretty much expect the best game on the Neo Geo CD to be a beat-em-up, wouldn't you? Well, considering the law of averages (and the amount of beat-em-ups clogging up the system), you'd be a bit squiffy in the head not to. And here, without further ado, is the Neo Geo CD's best game yet.

*TKOF '95* is disgustingly good. Packed with characters, moves and options, it really shows up the inferior quality of a great many of SNK's other

Even *Samurai Shodown 2* has hobbled off the top spot, rather bruised and bleeding.

To start with, there are five modes to fight in: Team Competition (a three-on-three battle), Single Competition, Team Vs, Single Vs and Single Battle Royale (where you'll take on all the characters from the game). Everyone, quite rightly, will switch to the Team mode to start with (especially those familiar with *TKOF '94* and the great feature is that you can now edit the team from the eight predetermined ones. Pick your

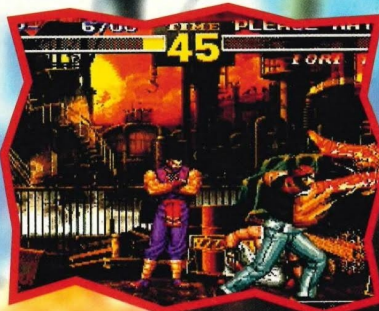
favoured three team members from the choice of 24 (unlike *TKOF '94*, where you merely got to choose your team), then choose the fighting order.

It's once you begin to get stuck right in that you realise the depth of the game. Yes, many of the attacking moves are the same as in the former title, but there are some impressive Super Battle Blows now included. Your teammates can be made to jump in from the sidelines when you're in need, while you can (by pressing B and C together) move your character into the DIS pose, which for once, actually brings down the opponents power

level, rather than being just a poncey thing to do in the heat of battle. The chance to string together satisfying combos is also delivered rather well, and there are so many attacks, attack deflectors and counterattacks to master – combined with the daunting array of fighters – that there's plenty to learn and discover. *The King of Fighters '95* is a game no Neo Geo CD owner should be without this winter and that's a fact – really, it is.



Iori Yagami laughs like a lass when he wins. Git.



Each character has five Super Battle Moves on average and can be easily pulled off.



## Ultimately

Satisfying

90%

Depth for an SNK beater  
About bloody time too

Machine:.....Neo Geo CD  
Publisher:.....SNK  
Developer:.....In-house  
Price:.....£50  
Difficulty Levels:.....1-8

UK



Here we are at the 'Ikari Warriors' stage. And Jentura's giving a right old seeing to the hapless Andy Bogard.

Ultimate

83



# BITS

**Savage Reign**, like all Neo Geo CDs, has to endure more than a little of that loading time. To entertain us, the programmers have made sure that a number of - ahem - 'gags' are shown throughout the loading screens. For instance: "19 and single and he is at it's best" is a great one. "I feel sick" is another. And who could forget "Oh, how I miss mama" or "Hi, fans!"?



▲ Nicola, a tiny girl-type, stomps on the opposition, toes aloft.



► Gordon is a big fat American policeman, who, um, fights people.



**B**ig, sweaty men and women. Hundreds of them. Put all the big, sweaty men and women from every single beat-em-up on the market in a giant aeroplane hangar and watch.

There'd be none of that brawling stuff. Oh no. Nothing

# Savage

## Never reigns...

would get out of hand. Polite conversation and perhaps a few recipes would be swapped. Then, inevitably, a highly organised one-on-one tournament would have to be arranged. But these characters don't really hate each other. They don't want to fight. They're not really called "King Lion" or "Joker". They're called "Phil" or "Stuart" and they live in Barnstable. And, although they might have tricked you up till now, *Savage Reign* will soon help you see the light...

You see, no matter how much you 'get into' the game, you're always going to be wondering about the characters. They just don't seem... real enough. Yeah yeah, it's just a videogame, but playing as someone think you've seen behind the counter in John Menzies, isn't going to boost your confidence in them. They're just not hard enough. Anyway, a minor gripe, and one that we'll forget, shall we?

Right, storyline. Some lion-faced god or other went on



Violence is golden...

# Double Dragon

... but dragons are green



▲ The scenery is very detailed. But that's not really unusual.



**B**eing old can't be easy, y'know. Not for a videogame, at any rate.

There you are in the prime of your life and then some white-coated clip-board-carrying techy-specky goes and develops some revolutionary piece of metal, and all of a sudden you're about as relevant to 'yoof cul-cha' as the Anglo Saxon Chronicles. No longer do people crowd around you, hands sweating and eyes

bleeding. Put you next to *Rave Racer* or *Tekken 2* and you look like a stick drawing next to a four-hour Disney film. But you can always

reinvent yourself...

Which, conveniently enough, is what Billy and his bruvver Jimmy have managed to do. Both back from the original, they've coughed and spluttered their way out of sheltered accommodation and made their way onto the Neo Geo CD. But not under the same name they checked in as. Oh no. Both Billy and Jimmy are now but characters in a

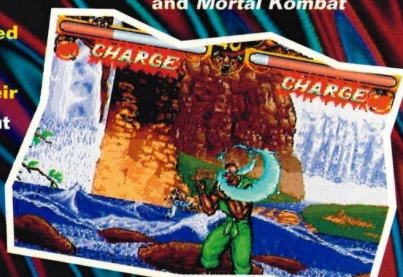
more conventional one-on-one beat-em-up, along with eight other couldn't-get-work-anywhere-else rejects.

The main action, as with all fighters, takes place against a variety of backdrops, many of which interact with the characters' moves, and are pretty well animated. Influences on style are more than easy to spot, with both *Street Fighter* and *Mortal Kombat*

playing important and obvious roles in the design of the game. And that's exactly where *Double Dragon* fails. It's hard to be enthusiastic about a game that at first tries wholeheartedly to be something else, but then realises it just can't be bothered when it comes to the nitty-gritty.



▼ His head scares our minds, y'know...



**Ultimately**

Influenced

57%

◆ Billy and Jimmy are back  
● Billy and Jimmy are back

Machine:.....Neo Geo CD  
Publisher:.....Technos Japan Corp  
Developer:.....In-house  
Price:.....£40  
Characters:.....12

UK



# Reign

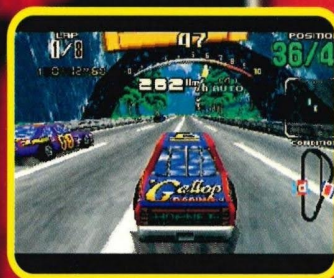
► Many people reign savagely. Like (sigh) our editor.

## ... but it bores

Japanese telly and offered whoever participated in "The Battle of the Beast-God" the chance to win eternal wealth and glory. Lots of strange people got very excited by this and decided to give it a go. And so begins the fighting...

With 10 characters to choose from, and your standard cow-full of animated, interactivity backdrops, the game has its share of variety,

and large, fluidly-moving characters combined with good CD sound help to boost the quality-feel considerably. So what's the major flaw that'll stop it *Savage Reign* from beating, say, *Tekken*, black and blue? Well, the game's got no ambition. It's a beat-em-up, (and quite happy to be one) but that's all. It doesn't try anything unusual, and certainly doesn't risk straying from the pack.



PETIT TEST

### Daytona USA

Saturn • Sega • £50 (UK)

As you can see from the screenshot, *Daytona* is a Saturn game with black borders.

The reason for this is so a suitable degree of speed is maintained. There's no denying the game's good – especially with all the cheats still in this version – it's just still not quite as polished or gratifying as *Ridge Racer*.

## Ultimately

Unambitious

63%

- Big, bold sprites
- Originality-free

Machine:.....Neo Geo CD  
Publisher:.....SNK  
Developer:.....In-house  
Price:.....£45  
Characters:.....10

UK

## Ultimately

Converted

84%

- Brimming with options
- Poor presentation

## A bit of a

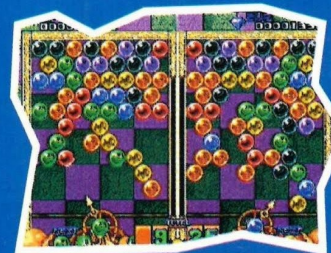
mouthful maybe, but

Neo Geo CD • SNK • £45

**H**oorah! It's here! **The best** Neo Geo CD game ever – and it's **not** a bloody beat-em-up! Following in the footsteps of *Mean Bean Machine* on the Mega Drive and *Puyo Puyo* on the SNES, this is a must for all Neo Geo CD owners.

Shoot the bubbles on the ceiling by putting three of the

same colour together and watch them disappear. Watch out



You can bounce your bubble off of the walls to reach higher ones.

though, if you're not **super** dooperly fast then bubbles are discharged automatically and the ceiling lands on your head. You'll be playing this all day.

## Ultimately

Bubbletastic

86%

- Compellingly addictive
- We want a four-player version



# BITS

Any player can execute an Instant Death Move on their opponent simply by turning the character's head and moving while pressing any button (A, B or C). Each combatant comes armed with at least four special moves, and each has their very own particular attacking method (novel for a Neo Geo CD game).



## Surprise Surprise

# Galaxy Fight

is another beat-em-up on the Neo Geo CD

▲ Juri is known as The Space Bandit, and is a rather feisty young thing to boot.

▲ Musufar is certainly taking a right trouncing from the tiny chap Alvan. A David and Goliath situation if you will, flung far into the future.



▲ Musufar, the new weapon of the military empire, gathers data on his enemies to exploit their weak points.

▼ Juri is known as The Space Bandit, and is a rather feisty young thing to boot. Avoid her Laser Stroke.

**S**mack 'em and leave 'em time is here once again on the Neo Geo CD.

Choose from **eight geared-up characters** ranging from Musufar, the robotic militancy, to the tonsil-tantalising Juri, lovely lass that she is.

Each of these characters can be controlled using the **oh so familiar SF2-esque rotational moves**, backed up with some extra attacks for those special killing times. Try the intensely damaging Planet Breaker with

Rolf, and laugh deliriously as your mate begins to cry, knowing that you are The Chosen One. Each fighter has their own special style of attack, with Roomi's being of the timid and girly nature, contrasting with Gunter's manly, slow movements (he's a big androidy-animal sort, see). Your best bet, though, is to stick with Rolf, our amiable hero.

As per usual, you can fight your way through the tacky storyline or grab your mate for a two-player showdown bursting with dragon punches and fireballs. **The backdrops are very detailed and colourful**, and in one scene, set in a rundown area of town, you can actually make out background voices and radios. Impressive.

The trouble is, the **gameplay is almost identical to the Neo Geo classic, Samurai Showdown**. It sorely lacks any real thrill. Amusingly enough,



▲ And again, Alvan slays a big chap. This time it's Gunter. Blimey.

you have the option to listen to your character communicate by pressing A, B or C, but inevitably, it's about pleasing to the ear as John Major on budget speech overdrive.

**Ultimately**

**Galactic**

**51%**

- ◆ Good for a punch-up
- ◆ Been there, done that

Machine:.....Neo Geo CD  
Publisher:.....Sunsoft  
Developer:.....In-house  
Price:.....£70  
Skill levels:.....4

**UK**



Is

## World Heroes

## Perfect?

## It's doubtful



**T**he fourth in the *World Heroes* series predictably arrives along with the modest subtitle *Perfect*. Blimey, those Neo Geo boys are a confident lot – let's see if that confidence is justified...

No it isn't. Yes, this is a slight improvement over the first three *World Heroes* titles, but that's simply not good enough. They're cashing in, don't stand for it!

So, what's different about it then? Well, new Ultimate Attacks believe it or not – that's it. No new characters whatsoever. The new attacks are good, don't get us wrong but does it really warrant a whole new game? Hmmm.

Of these new attacks Hanzou slices the shimmering light, Fuuma performs an exploding-atomic-crash and a fireball-slug-trick, Kim Dragon

has acquired a dragon-super-finish, Janne can now do the fire-bird and the angel-arrow, J. Carn enjoys a fire-blast, Muscle Power likes nothing better than the super-dangerous-giant-breaker, Brocken has a lot of luck with his German-explosion – oh the list goes on.

The graphics have been tweaked slightly and the speed remains as fast as ever but this is nothing new and so, slightly pooh. Boop, boop-a-doh!

## Ultimately

## Predictable

- Great arcade conversion
- Same as its prequels

61%

Machine:.....Neo Geo CD  
 Publisher:.....SNK  
 Developer:.....In-house  
 Price:.....£45  
 Rip-off:.....Yes

UK

◀ Wahey! I can see your packet big fella. Well, bigish anyway.

◀ Where do you buy orange slacks that bright?



**Another new feature** included in *World Heroes Perfect* is the Hero Gauge. When it fills up (i.e. when you hit your opponent), one of your special moves will do extra damage. And not just a bit of extra damage – oodles of it. Also the new Ultimate Attacks will become nigh-on lethal. Two of these and it's curtains for any opponent. Definitely worth trying to pull off.

BITS



# Last Resort

Neo Geo CD • SNK • £50

## Bags of plasma death



◀ Big twisty moments, I love your boss, it's nice.

◀ Okay, so it looks a bit like R-Type – it's not my fault. I didn't design it, some Japanese bloke did it.

**C**rikey! A Neo Geo CD game that isn't a beat-'em-up! You don't see many of them to the pound.

Last Resort showed up in arcades and on Neo Geo cart about two years ago. Back then it received ace reviews, in spite of a £200 price tag. Now that it costs a mere £50, you can't really complain.

The game is such a blatant R-Type rip-off you won't believe it, but at least it's been done with a bit of style. The graphics are gorgeous (if sometimes confusing) with fab sprites and dramatic backgrounds. The boss

characters make up for their lack of originality in sheer size.

As ever, the Neo Geo provides a sterling soundtrack – this one's a cross between rave and opera. The explosions are satisfyingly meaty as well.

It's must rank as one of the best horizontal scrollers around, and well worth a visit if you're tired of beat-'em-ups.

### Ultimately

Frenetic

- Great blasting action
- A bit too short

87%

92 Ultimate



▶ Cover yer 'nads, there's a ball being hoofed at ya, matey.

**A**rcade flavouring sloshes through the veins of Super Sidekicks 2, and that makes it the kind of footie game that's more likely to appeal to people not normally into this soccer stuff.

Essentially a side-on viewed football game, this really does

benefit from the Neo Geo CD pad as opposed to the original whopping great Neo Geo joystick.

The players themselves have a wealth of easily-accessible and highly-entertaining moves at their

screw-in studded boot tips, but they do tend to become uncontrollable after being involved in a tackle.

The animated cutaway sequences when the players shoot for goal or take a penalty are more than just impressively smooth flash bits of presentation. They actually take the form of a 'duck shoot' with a roving cursor, and you have to hit your fire button at the right moment to score a scorcher.

Not a totally satisfactory football game, then (the pauses in play irritate like red hot needles), but the simple control method certainly makes it fun to have a burst on.

### Ultimately

Overerejohn

- Eyes out for the looks
- Patience in for the pauses

79%

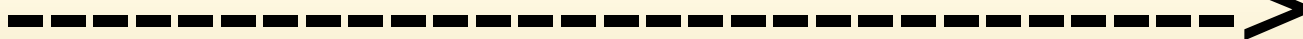
# Super Sidekicks 2

Neo Geo CD • SNK • £45

Ultimate 99



***UK Games World  
Magazine Articles***







■ *Aero Fighters 2* (above), *The King of Fighters '94* (right) and *Fatal Fury 2* (below) are just some of the arcade games that you can play on SNK's new console.



# Neo Geo CD

## Arcade Perfection

■ Right: It's not all beat 'em ups on the Neo Geo CD; you also get to play the top football arcade game *Super Sidekicks 2*. More titles are already in development.



**T**he Neo Geo CD is Britain's newest console, but it's had a minuscule amount of publicity announcing its arrival. The actual unit is pretty affordable and is priced at £399.99 with two joypads and a game included. There are two packs to start with, one has the game *Art of Fighting 2* and the other has *Fatal Fury 2*. The machine is black and chunky with a sturdy-looking top-loading CD drawer.

As for the old Neo Geo carts that had a whopping 100 Mbit or more of game stored on them and sold for more than £150, they won't be used on this system. Instead, the machine is CD only – the games are all stored on those little plastic shiny things

and will retail for between £29.99 and £59.99. Cheap at the price.

At the moment, the machine and the games can only be bought from independent retailers and not from high street chains like Dixons, Future Zone or Game, but talks are going on at the moment so quite soon you'll be able to see these games down your local high street.

The machine itself is a powerful beast and would put most SNES owners who constantly rant on about how huge some of their sprites are to shame. Using huge amounts of memory to store the game code (56 Mbit of Ram are set aside for this task alone) with 64k devoted to save game data and 430k



# LIKE WHAT YOU SEE?

<b>Aero Fighters 2</b>	<b>£49.99</b>
<b>Alpha Mission II</b>	<b>£29.99</b>
<b>Art of Fighting</b>	<b>£39.99</b>
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<b>Samurai Shodown</b>	<b>£49.99</b>
<b>Samurai Shodown 2</b>	<b>£59.99</b>
<b>Super Sidekicks 2</b>	<b>£49.99</b>
<b>The King of Fighters '94</b>	<b>£54.99</b>
<b>The Super Spy</b>	<b>£29.99</b>
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<b>Blue's Journey</b>	<b>(ADK)</b>
<b>Crossed Swords</b>	<b>(ADK)</b>
<b>Karnov's Revenge</b>	<b>(Data East)</b>
<b>Magician Lord</b>	<b>(ADK)</b>
<b>Ninja Combat</b>	<b>(ADK)</b>
<b>Ninja Commando</b>	<b>(ADK)</b>
<b>Rally Chase "Thrash Rally"</b>	<b>(ADK)</b>
<b>World Heroes 2 Jet</b>	<b>(ADK)</b>

<b>Fatal Fury 3</b>	<b>(SNK)</b>	<b>February '95</b>
<b>Fuun Mokusiroku</b>	<b>(SNK)</b>	<b>May '95</b>
<b>Galaxy Fight</b>	<b>(Sunsoft)</b>	<b>January '95</b>
<b>Super Sidekicks 3</b>	<b>(SNK)</b>	<b>February '95</b>
<b>The King of Fighters '95</b>	<b>(SNK)</b>	<b>August '95</b>

57





Those masters of the beat-'em-up, SNK, have just made a new addition to their furious family. Nick Roberts took a stroll down the road...

If you are the proud owner of a Neo-Geo CD then you'll no doubt be a beat-'em-up fan, and being a fan you'll know all about the *Fatal Fury* games. Well this is the latest addition and with a slogan like 'Road to the final victory' probably the last too.

So why should you take a second glance at the new game if you already own the others? Well the first thing you notice is the slickness of this new version. The old ones are, to be kind, very arcade-like with big chunky text and crude characters. The fighters in this game are all excellently animated, have some spectacular moves and the whole thing is put together well.

In addition to the great action in each fight, the backgrounds are a joy to watch too. There's just so much going on from an animated fairground to a western town that gets burnt to the ground halfway through a fight!

The new version of *Fatal Fury* is by far the best and a game you're going to want to keep in your machine constantly.

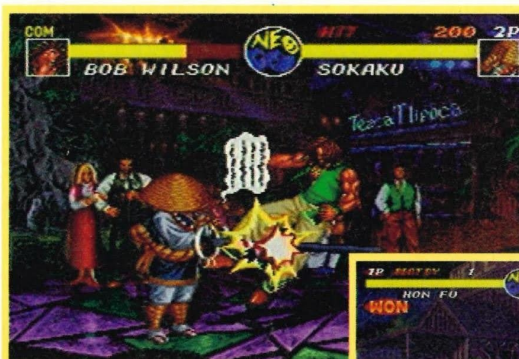
## ROAD TO THE FINAL VICTORY



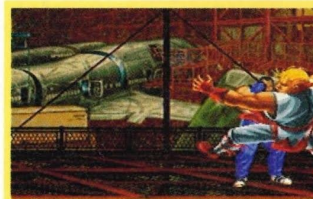
▲ This guy doesn't deserve a blue blast, he was only taking a stroll.



**NICK:** I don't disguise the fact that I'm not a big beat-'em-up fan. I could never seem to get the moves on *Street Fighter II* or *Mortal Kombat*. But on the Neo-Geo CD things seem to work better and I can pull off specials left, right and centre! As a result I really found this game a treat and beat the rest of the team hands down! A great game and an essential purchase for all SNK fans.



▼ Big, butch Franco has a special move where he throws his opponents out of the screen!



◆ In great SNK tradition there are lots of special moves in the new *Fatal Fury*. Here's a snazzy one where Sokaku rants as he deals the pain.

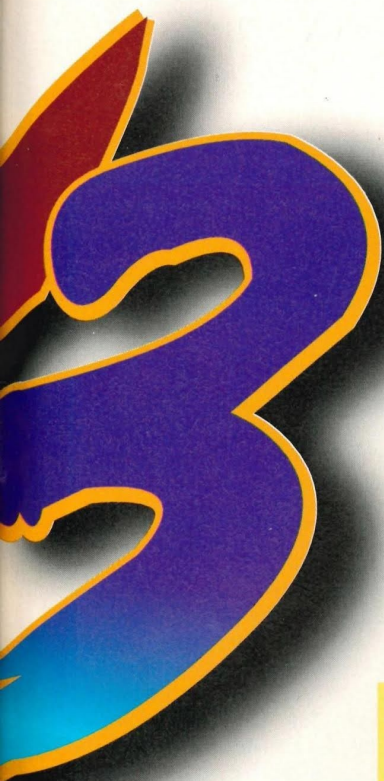


**PHIL:** Beat-'em-ups are a dime a dozen but I found this one exceptionally addictive. There are loads of great special moves to try out, with bizarre names like *Wild Monkey Slash* and *Squirrel Dance!* It all looks great too, with the slick presentation and smooth sprites, and plays really skilfully. I particularly like the way you can move in and out of the screen to dodge attacks.



◆ The kind Joe gives Hon Fu a spring cleaning with his foot duster.





▶ The flaming moves are by far the most impressive in any of the SNK games, and *Fatal Fury 3* won't disappoint fans. Here's a nice example in the run down Wild West town.



▶ Before marching into battle you get some sarcastic remarks from your enemy.



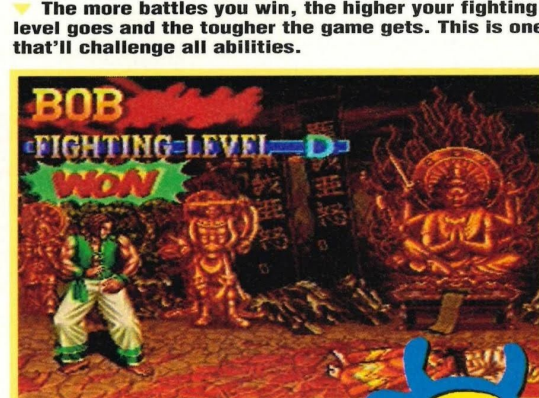
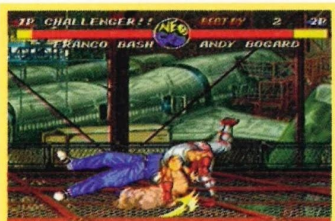
**DAVE:** As you all should know by now, I love beat 'em-ups, and I've played just about every one that has come onto the market in the past four years. However, this is really very special. Superb graphics, gratifying FX and tons of 'specials' to learn and techniques to master. *Fatal Fury 3* doesn't need hidden characters and finishing moves to keep you hooked: this is console combat at its purest and I love it!



▶ Clint Eastwood would have been proud of the scenery in the Wild West location. Anyone for country dancing?



▶ The backdrops are out of this world, and change as you play. This one sees the two fighters on a platform that lifts into the air.



▶ The more battles you win, the higher your fighting level goes and the tougher the game gets. This is one that'll challenge all abilities.



▶ Don't you just love the Knees of Lucifer move?



▶ If you get bored with the fighting you can always 'p, p, p, pick up a penguin'!

**RYAN:** As if there weren't enough bloody *Fatal Fury* games already *The Road To The Final Victory* barges onto the scene to hit us with yet more Bogard bashing. Fine if you like this sort of thing and aren't in the slightest bit bored of the whole crappy *Fatal Fury* franchise (which was never as good as *Street Fighter* anyway!), but I am and I thought this game was yet another insult to the beat-'em-up trend. Far too samey.



Mixed opinions, but the majority verdict is that it's a top-notch beat-'em-up.

Overall

89





■ SYSTEM: NEO GEO CD

■ PRICE: £49.99 ■ SIZE: 1 CD

■ PUBLISHER: SNK



## AERO FIGHTERS 2

■ A good example of its 'type', *Aero Fighters 2* is a high quality, vertically scrolling shoot'em-up that's fun, if not original. There are a good selection of planes flown by wacky pilots, like Spanky the Dolphin, and an enjoyable two-player mode. However, at times it can be hard to tell which plane you are controlling and I couldn't help feeling that it lacked some heavy weaponry. ■ DAVE ■

■ Having the original *Aero Fighters* arcade machine in my local laundrette hasn't put me off this latest version. If you like your shoot'em-ups full of huge power-ups and horribly be-weaponed enemies then you'll enjoy this. Normally I'd say your attention will wander after a while with all this constant blasting but the two-player mode adds that special something to make you use one more continue. ■ PETE ■

■ Wow! A game on the Neo-Geo CD that's not a beat'em-up. Someone frame it quick! There's no point in saying that this is an arcade perfect game, because of course all the graphics and code are directly from the arcade machine. It's a shoot'em-up in the classic mould with lots of enemies whizzing about in predictable attack patterns and plenty of power-ups. Good, honest blasting fun. Smart. ■ NICK ■

■ With simple graphics and some frenzied gameplay, *Aero Fighters 2* is a good example of how shoot'em-ups should be. It's not too simple, there are loads of objects and enemies on screen and if you stay in any one place for too long then you'll get a face full of lead. This is purely for those among you who crave fast-paced shooting games. A top arcade blaster that'll have you in a lather. ■ ADRIAN ■

OVERALL 84

■ SYSTEM: NEO GEO CD

■ PRICE: £49.99 ■ SIZE: 1 CD

■ PUBLISHER: SNK



## FATAL FURY SPECIAL

■ A real treat for all the fans of this arcade series of beat'em-ups that allows you to play as any of 15 characters from the many *Fatal Fury* games. Andy and Terry Bogard are probably the most well-known but their battling counterparts all come equally well equipped with a vast array of special moves. Not as fast as I would have liked, this is good, but nothing to get excited about. ■ DAVE ■

■ A lot of these Neo Geo CD fighting games look the same but this one is a little bit different. The fighters vary enormously from hulking great bruisers to nimble old men and the obligatory tough girls. Their fighting styles vary too with some having standard dragon punch moves while others have some nifty kick and punch routines. Neatly drawn and animated, this is very stylish. ■ PETE ■

■ If you're a big beat'em-up fan then the Neo-Geo CD console is the only piece of hardware you'll ever need. *Fatal Fury Special* is packed full of 15 characters, each with their own impressive special moves and the more normal hand to hand attacks. The only moan is the amount of loading time that you have to sit through to get to the action. A great game, but try before you buy. ■ NICK ■

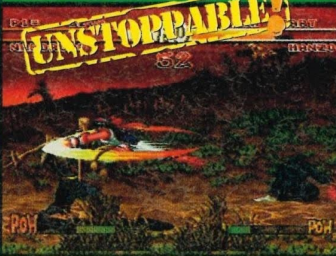
■ This is the best of the three *Fatal Fury* games with its lush backgrounds and smooth animation. All of the fighters have been brought back to fight with loads of special moves and fighting tactics to master, this will prove a whole new experience for hardened *FF* players. If you've got either of the other two games, or indeed both, then you could do a lot worse than get this special title. ■ ADRIAN ■

OVERALL 80

■ SYSTEM: NEO- GEO CD

■ PRICE: £49.99 ■ SIZE: 1 CD

■ PUBLISHER: SNK



## SAMURAI SHODOWN

■ Definitely my favourite beat'em-up of the moment (and you know I love 'em all) *Samurai Shodown* brings an arcade quality version of the classic oriental bruiser into your front room, without the cost of the old Neo Geo cartridges. It also plays brilliantly on the new joypads that come with the machine and contains all the characters, moves and backdrops of the arcade. Ippon! ■ DAVE ■

■ You'll be amazed at the way this version of *Samurai Shodown* looks and plays. Normal attacks and special moves are spectacularly quick and colourful and the overall attention to detail is superb – Nakaruru's flaming eagle is both beautiful and very, very deadly! In fact the only cloud on the horizon is the arrival of its even better sequel, *Samurai Shodown 2*. Classic samurai bashing fun. ■ PETE ■

■ This is the classic SNK beat'em-up that really put the company ahead in the arcade game stakes. The characters in the game are some of the weirdest I've ever played in a console title and some are really huge, almost filling the entire screen! With bags of special visual effects and brilliant arcade style music and sounds this is a real classic that you can't be without. An absolute must. ■ NICK ■

■ If you want a really cool game that lets you chop your mates into small chunks, then *Samurai Shodown* on the Neo Geo CD is definitely for you. The whole game is so well put together and it plays so fantastically, that it makes a refreshing change from all the other fighting games that are available. If you're looking for a real challenge with new characters and moves this is for you. ■ ADRIAN ■

OVERALL 91

■ SYSTEM: NEO GEO CD

■ PRICE: £49.99 ■ SIZE: 1 CD

■ PUBLISHER: SNK



## SUPER SIDEKICKS 2

■ An impressive conversion to CD for this arcade footy game, *Super Sidekicks 2* is definitely a cut above the usual bunch of soccer titles graphically. But as a game it is a little stunted, lacking both the flow and the action to keep you hooked. Most of the goals are scored from rebounds or by using the 3D screens available when a scoring chance is on. Fun, but the attraction does wear thin with time. ■ DAVE ■

■ This looks smooth with well-animated players and a nice change of view when you have the chance to score. The trouble with this game is the very thing that makes the other Neo Geo CD titles so good, it's an arcade game through and through. Footy titles on home machines have really moved on in terms of gameplay since the olden days of arcade football games. Time to retire. ■ PETE ■

■ I thought that this was a fantastic soccer game in the arcades but now that I've given it a go on the new SNK console I'm not too sure whether it's truly playable. All the players are large and well animated but the loading time on CD is terribly slow making the game annoying as it stops and starts throughout the match. To tell you the truth I'd rather play *Superstar Soccer* on the SNES. ■ NICK ■

■ Help me! I've been totally gripped by a wave of football euphoria as I'm actually beginning to enjoy a few footy games this month. But I must admit that this is a fine game and has some really neat touches that set it apart from other footy sims. There's the chance kick for taking a quick shot near the goal, and there are also the brilliant static scenes when you score. This is a real fun game. ■ ADRIAN ■

OVERALL 79



## Soccer Brawl



SYSTEM: NEO-GEO CD

PRICE: £49.99 SIZE: 1 CD

PUBLISHER: SNK

■ Old and pretty standard Neo-Geo future-sports game that has teams of cybernetic soccer players facing each other, armed with super-powerful kicks and special moves designed to decimate the opposing players. Sounds good? Well it's not. It's just very average and completely lacking in addition, personality and fun.

DAVE

■ I'm always up for a good footy game and this one has the novelty of cyborg players battling it out. Vinny Jones has got nothing on these guys who knock each other flying, fire plasma bolts, and send power shots ricocheting down the pitch. With such foul play it's more down to brute force than skill, but good fun against a friend.

PHIL

■ Here's a soccer game with a difference. It goes along the lines of *Brutal Sports Football* but has much more impressive special moves and effects from the robots on the pitch. You can tell this game has spent some time in the arcades though: it's perfectly suited with smart sound effects and music that blare out and lots of instant appeal.

NICK

■ Futuristic soccer games are usually cack, but I was pleasantly surprised with *Soccer Brawl*. Pick from a handful of teams, select either an indoor or outdoor stadium and you're off. There are some novel special moves to help power the ball past the goalies, and very few penalties to help play flow steadily. Dubious long-term appeal, though.

RYAN

# Overall 67%

## Power Spikes II



SYSTEM: NEO-GEO CD

PRICE: £49.99 SIZE: 1 CD

PUBLISHER: SNK

■ Sad attempt at a volleyball game, the side-on view has taken out just about every opportunity that may have existed to put a bit of spark in the proceedings. This just plays and looks like an old Amiga budget title, and I would only feel justified in owning this game if it came as part of a free compendium with the console.

DAVE

■ What sort of demented mind comes up with such a sad concept as a side-on-view volleyball game?! What next, side-on tennis? Never mind the dullness of the graphics, this 2-D perspective severely restricts the gameplay so you can only decide the length of your shots. Even more ridiculous is the way the players run through each other.

PHIL

■ I thought SNK were only going to convert the best Neo-Geo games onto the CD console? Well this must have come from the very bottom of the barrel! It's flippin' awful with a side-scrolling play area that makes it impossible to play. Some of the special moves you can make are impressive, but who cares when the game looks like this!

NICK

■ Hang on, I seem to remember Ubi Soft releasing a game remarkably similar to this on the SNES a while back. Like this it featured human and psychotic versions of volleyball viewed from the side with loads of supposedly clever offensive and defensive spies to master. I didn't particularly like this back then and I certainly don't now.

RYAN

# Overall 35%

## Viewpoint



SYSTEM: NEO GEO CD

PRICE: £54.99 SIZE: 1 CD

PUBLISHER: SNK

■ Whilst everyone talks about this machine's graphics and that machine's rotation capabilities, along comes the Neo Geo CD and blows them all away. There may not have been that much fuss created by its arrival, but with games that look and play as good as this, it takes some beating. Second only to *Panzer Dragoon* in looks, but way, way tougher.

DAVE

■ It's still nice to blast away on an old-fashioned no-nonsense shoot-'em-up. And although the isometric view doesn't really add anything to the standard blasting gameplay, this one should keep you busy for ages. It's flippin' hard all right, even on Easy level, with some impressive big bosses that are hard as nails. An enjoyable challenge.

PHIL

■ Wow! Forget the endless beat-'em-ups SNK churn out, this is the most outstanding shoot-'em-up I've played for ages. It's played at a strange viewpoint (hence the name I suppose) and is packed with polygon parasites that'll have you cacking your pants as you try to pull off a few megabombs and blow them away. This is an essential purchase.

NICK

■ What a scorcher! This has got all the essential qualities that mark a great shoot-'em-up: mind-blowing graphics, a top-notch soundtrack, and captivating gameplay that is both enthralling and extremely challenging. One thing that did nark me off, though, was the lack of the simultaneous two-player mode promised on the back of the box.

RYAN

# Overall 85%

■ SYSTEM: NEO GEO CD

■ PRICE: £49.99 ■ SIZE: 1 CD

■ PUBLISHER: SNK



## TOP HUNTER

■ Once again, the graphics on the Neo Geo CD are pretty much faultless in *Top Hunter*. Gorgeous levels, well animated sprites and lots of huge bosses to do battle with make this a delightful arcade adventure. It even features a co-operative two-player mode. Unfortunately, the infinite continues available mean that the challenge factor pretty much goes out of the window. What a shame. ■ DAVE ■

■ Thwack enemies with your yo-yo or jump into a battle robot and machine gun them into submission in a stylish arcade platformer. Large sprites make their way across the screen towards you along two planes of action and you must battle to the right and find each area's boss. Better in two-player mode, the infinite continues make getting there rather too easy. Fun but looks a little dated. ■ PETE ■

■ With the endless line-up of beat-'em-ups on the Neo Geo CD it's a breath of fresh air to get a game like this. It's a platform game that's played on two levels with lots of mechanical contraptions to use and bonuses to collect. It's best played as a two-player game, each player helping the other one out of tricky situations. Being an arcade conversion it's a bit on the easy side though. ■ NICK ■

■ In a strange sort of way, *Top Hunter* is enjoyable. Walking along and giving a good fisting to all that stands in your way is quite satisfying. But *Top Hunter* does have a slight problem when it comes to the continues... there're far too many of them. After a while you just start wading in without a care because you know that you'll still carry on fighting. Good apart from this fatal flaw. ■ ADRIAN ■

# OVERALL 78



**Mutation Nation**

■ NEO GEO CD ■ £TBA  
■ 1 CD ■ SNK

These side-scrolling beat-'em-ups are getting a bit long in the tooth. Most of them are laborious affairs as you repeatedly punch and kick hordes of thick baddies into submission, and sadly *Mutation Nation* is no exception. Okay, so you can hold down the punch button to charge up some spectacular moves, but other than that it's repetitive duffing-up action all the way. Very predictable.

**Overall** 48%

**2020 Baseball**

■ NEO GEO CD ■ £TBA  
■ 1 CD ■ SNK

Baseball must surely be the most simulated sport ever, so any new one must have some sort of gimmick to make it stand out. Well, *2020* certainly has that with its robotic players and mines to avoid on the field. Of course, it appeared some time ago on the Mega Drive – and the Neo-Geo version doesn't look or play that differently. More fun than most baseball games, though.

**Overall** 66%

■ SYSTEM: NEO GEO CD

■ PRICE: £TBA ■ SIZE: 1 CD

■ PUBLISHER: SNK

**STREET HOOP**

■ This is trying very hard to be *NBA Jam* but, unfortunately, it suffers from one of those terminal Neo Geo diseases – a lack of personality. There are all the usual shots which send your players skywards as they deliver spectacular, board-rattling slamdunks, but there is no turbo and no real edge. The characters are a little cumbersome and the game is strangely played over two halves, huh? ■ DAVE ■

■ To make a change from beating people to a bloody pulp you could try this arcade basketballer. The moves aren't exactly spectacular but they do the job as you slam dunk or lob three-pointers in from the halfway line. The passing and blocking is fairly simple and it plays at a reasonable speed there are no power-ups to make you go faster. Alright, but all a bit too predictable for my liking. ■ PETE ■

■ The joy of these Neo Geo CD games is that you're getting the complete arcade machine on a CD at a fraction of the cost. The only drawback is the time each game takes to load into your console. *Street Hoop* is a reasonable basketball simulation with the usual style of SNK characters running around and lots of great arcade sound effects. Not brilliant, but worth a couple of plays I suppose. ■ NICK ■

■ *Street Hoop* is similar to *NBA Jam*, in the view it takes of the court, any other similarity goes out of the window. There are only two halves, and each team has three different members. You can score two or three points, depending on where you are standing and if you power up the meter at the bottom, you can do a massive dunk that leaves an amazing vapour trail in the air. Hmmm. How neat. ■ ADRIAN ■

**OVERALL** 69

■ SYSTEM: NEO GEO CD

■ PRICE: £TBA ■ SIZE: 1 CD

■ PUBLISHER: SNK

**WIND JAMMERS**

■ Just a straight port of the original Neo Geo cart version, where you attempt to hurl the futuristic frisbee past the opposing player gaining a variety of points by pulling off trick shots and scoring in different areas of the goal. We played this a lot on the TV show but it has never really captured my imagination. However, now at the lower CD price, maybe it is just about worth a look. ■ DAVE ■

■ Charge up your frisbee and let it bounce around the arena until it hits the far wall or your opponent. There are plenty of power moves for you to pull off but which you perform at any one time seems to be up to the CPU. Fun to play at first, there simply isn't enough here to keep your interest for very long. Even the graphics aren't as stylish as in a lot of other Neo Geo CD releases. Very limited jammin'. ■ PETE ■

■ This is a unique game from the Neo Geo arcade system. It's a kind of one-on-one frisbee fight where the idea is simply to get the disc past your opponent and hit the various goals situated behind him. Some of the special throws you can come up with are very impressive and as a two-player game it really shines. My only moan is that the gameplay is a bit simple and I soon lost interest in it. ■ NICK ■

■ A game like this looks really simple at first, but on further inspection it reveals that there is in fact a really fun two-player game. It's not so hot in one-player mode, but add a chum and it's much more of a laugh. All you have to do is throw the frisbee into your opponent's tiny goal while stopping his similar tactics. Good graphics with alright gameplay make this a tight little bundle. ■ ADRIAN ■

**OVERALL** 73

**FATAL FURY**

■ Neo Geo CD ■ £34.99  
■ 1 CD ■ SNK

■ When this was first released it was top-notch, but now that it's got oodles of competition it doesn't really have much to offer. There aren't as many characters to choose from as in other games but, as an item of nostalgia, it's great. If you want to top up your collection with an alright rucking game then get this, otherwise get one of the newer games that have more moves in them.

**OVERALL** 75%

**FATAL FURY 2**

■ Neo Geo CD ■ £39.99  
■ 1 CD ■ SNK

■ While not being as fast or as flash as *Fatal Fury Special*, *Fatal Fury 2* does make for a great fighting game all on its own. There are loads of fighters that are large and fill the screen and each has their own way of causing you maximum damage. This version is a lot better than the first, but not as good as its sequel. If you've never played any of the other two, this will make a good substitute until you get a better game.

**OVERALL** 77%

**THE KING OF FIGHTERS '94**

■ Neo Geo CD ■ £54.99  
■ 1 CD ■ SNK

■ Out of all the fighting games on the Neo Geo, there are two that stand out from the rest, *Samurai Shodown* is one and *The King of Fighters '94* is the other. The graphics are superb, the sound is excellent and the cast of fighters is, well, big. Taking characters from *Fatal Fury*, *Art of Fighting* and, among others, *Ikari Warriors*, you can have tag-team matches or single rounds and fight to the death. This is brilliant and is a must for all fight fans.

**OVERALL** 92%

**ART OF FIGHTING 2**

■ Neo Geo CD ■ £49.99  
■ 1 CD ■ SNK

■ Having a penchant for fighting games, the Japanese tend to make more of them than anyone else, so here's *Art of Fighting 2*, carrying on the trend for inflicting loads of pain on innocent sprites. Control one of the many fighters who all have different fighting styles and batter it out with the best of them. The graphics are really big and well animated and the special moves, when performed on unsuspecting opponents, are very entertaining. Not bad but there are better fighting games available for the Neo Geo CD.

**OVERALL** 78%



# Puzzle Bobble

arena. It's in two-player mode that the game really comes into its own though – it's the best fun you can have with a friend on a console!

Puzzle Bobble has had the team addicted to it from the moment it dropped on the Games World doormat. It's got the brilliant Bub and Bob characters from *Bubble Bobble* too – an added bonus!

▼ An easy victory as the player on the right has fired a bubble below the bottom line.

Game of the Month!  
**UNSTOPPABLE!**

▲ In the solo game, the aim is simply to clear the screen as quickly as possible. You've just blasted away a whole clump of red bubbles.

Overall 93%

NEO GEO CD ▼ GAME OF THE MONTH! ▼

## SAMURAI SHODOWN II

SYSTEM: NEO GEO CD  
PRICE: £59.99 SIZE: 1 CD  
PUBLISHER: SNK

OVERALL 94

UNSTOPPABLE!

■ A masterpiece. *Samurai Shodown* has always been one of our favourite games, *Samurai Shodown II* is even better. More characters, more elaborate backgrounds and character screens, this is a real pleasure to play, especially through the brilliant new Neo Geo CD joypads. Responsive, brutal and totally addictive, the sooner that this arrives on more mainstream formats the better. ■ DAVE ■

■ All the slashes, leaps and animal attacks of the original plus that little bit more. More characters and a nice tune-up of those special moves makes this great fun to play. There'll be no sticking with Haohmaru as the characters are nicely balanced so that skill and reflexes are just as important as knowing the character's moves inside out. Good? Probably the best beat'em-up in the world. ■ PETE ■

■ We had the original game to review last issue and this has some hot new characters with earth-shattering special moves. *Samurai Shodown II* has fantastic graphics with smooth animation and lots of special effects whizzing around the place. All the backgrounds are animated as well. If you are fortunate enough to have a Neo Geo CD then this game just has to be in your collection. ■ NICK ■

■ You don't need to think about getting this as there's only one thing you should consider... do I need sleep, or shall I play for a while longer? Whatever you decide, get this game. Its fluidity and razor-sharp gameplay make this a must for beat'em-up fans everywhere. If you have seen it running in an arcade then you'll know exactly what I mean. Play it today and buy it tomorrow. ■ ADRIAN ■





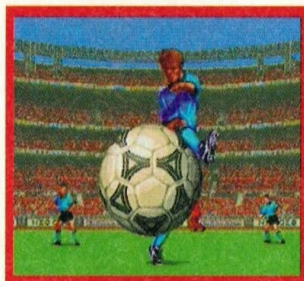
# The Next Glory: Super Sidekicks 3

■ SNK ■ Neo-Geo CD  
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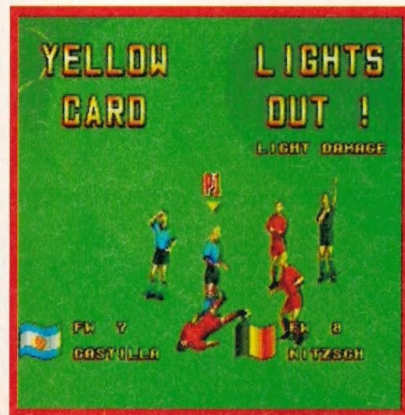
**W**ith an ultra-cheesy title like 'The Next Glory' you'd be forgiven for mistaking this for the next *World Heroes* or *Fatal Fury* game, but oh no it is in fact the next extra big dollop of footie pie. Admittedly, we couldn't see much improvement over the last game – apart from Super Long Shots, Faints and back-passes the action is almost identical. And yes, you'll be pleased to know that the bloody annoying loading sections are back in full force!

This is simple arcade football that requires little skill to master. There are several tournament modes to compete in, to keep you going for a while, but once you've blitzed all opposition a couple of times you'll soon get bored. The two-player game is a good laugh, though – especially when utilising the vast array of defensive combat moves to rupture your opponents! Good but hardly glorious.

**Overall 81%**



▼ Trust the Argies to start a bit of argy-bargy. The ref's having none of it and books the perpetrator.



## King of Fighters '94

Neo Geo • SNK • £50

**T**here were these **red blokes** in an arcade having the saddest conversation of all time.

"Wouldn't it be great if the gang from *Art of Fighting* could have a scrap with the *Fatal Fury* geezers?" asked one sad specimen.

"Yeah," replied the other, "it'd be the **best thing ever!**" and promptly peed his pants...

*King of Fighters '94* takes the most **jaded** format of all, the beat-'em-up, and sticks a few bells and whistles on it. You can now 'be' Terry Bogard and



▲ If that looks like it hurts just imagine what it's like when she's wearing stilts



have a **scrap** with Robert Garcia. What more could you want? Apart from a **life** that is.

Apart from loads of **new moves** there's also a **three-player tag-team** feature in which you swap fighters each time you lose a round.

It's all very, very nice, and Neo Geo fans will probably **explode** in sheer delight when they see it.

**Ultimately**

Familiar

○ Lots of great options  
○ Same as all other NGCD games

**90%**



# ***UK GamePro Magazine Articles***





# FATAL FURY 3

ROAD TO THE FINAL VICTORY

## PRO REVIEW

Neo-Geo CD



By The Axe Grinder

The lone wolves return for a fourth fight...this time in CD format. Although some of your favorite fighters may be missing, Fatal Fury 3 brings back five vets and adds five new fighters.

### Veterans and Newcomers

Mai, Geese, Terry, Andy, and Joe return with some of their moves changed. Terry Bogard's Lightning Tackle was replaced by the unimpressive Power Dunk. Mai's Swan Dive attack is no longer a charge move, and you can now get it off in a pinch – a nice addition to her already-strong aerial attacks.

Of the new fighters, only three are real contenders. Sokaku, Hon-Fu, and Blue Mary have some cool moves and techniques, but others (such as Bob and Franco) have uninteresting special moves.

**PROTIP:** Blue Mary's Spatcher works only on one standing character – Franco!



Neo Geo Game Profile  
**FATAL FURY 3**  
SNK

ETBA  
Available now  
Genre Beat 'em-up  
1-2 player  
12 stages

**90%**



Although she's small, Chonshu, one of the last bosses, packs quite a punch.



**PROTIP:** You can perform a Super Death Blow only when your life bar flashes red. Then you may unleash your power

### The Plane, The Plane...

Fatal Fury's traditional 3D fighting plane causes problems with the joypad – to go to the background, you must simultaneously press two buttons located diagonally from one another. Thankfully, you can reconfigure the buttons to fix this problem, and the controls are solid otherwise.

The stages are colorful and detailed with plenty of foreground and background action. The sounds are still excellent, but the voices between fights are mysteriously missing. The music, though slightly modified, also stays close to the original.

FF 3 isn't a groundbreaking classic and may keep up with the other entries. There are enough techniques and hidden moves, though, to keep fighting fans more than satisfied.

# SAVAGE REIGN

By Major Mike



Savage Reign adds a few new twists to the fighting genre. However, the all-too-familiar gameplay does little to distinguish itself from other fighters.

### Red Reign

A major difference in Savage Reign is playing the game with a joypad rather than a joystick. Special moves are still easy to pull off, but the three-button simultaneous attacks are more difficult to execute because the buttons are stacked on top of each other. Beyond a few other minor differences, Savage remains faithful to its cartridge counterpart.

Reign has ten fighters, each with a specialized weapon. For example, Mezu uses his handy talons, where Eagle uses his trusty axe. These fighters are unique but not necessarily appealing. Some, like Gordon with his beer gut that's about to rip his trousers, are disgusting.

Quarter- and half-circle motions fill the special-move scene. The reverse attacks (devastating near-death super moves) are easier to execute

**PROTIP:** Chung's Cock-A-Doodle Die attack can only be done when he's angry.



**PROTIP:** To do Mezu's Reverse Attack, charge Down-Away for three seconds, tap Toward, then tap Button B rapidly.

than in, say, Fatal Fury 3.

Savage gets civilized with its graphics and sounds. Despite the tiresome zooming effect, some fighting stages have knockout visuals (like Gozu's lava eruptions). The audio features some excellent components, like the cheering audience in Eagle's stage, highlighted by various explosions and weapon discharges.

### Not Savage Enough

The arresting battlegrounds and two fighting planes add a new element. But fighting fans dying for a totally new concept won't find it here. Savage Reign is a lot of fun, but it only lasts so long – even with the CD treatment.

Enjoy the loading screens between fights.



Neo Geo Game Profile  
**SAVAGE REIGN**  
SNK

ETBA  
Available now  
Genre Beat 'em-up  
1-2 player  
10 stages

**86%**



Neo Geo



By Major Mike

Those time-travelling warriors return for a fourth round, achieving the best World Heroes game yet. Alas, WH Perfect is an upgrade (like another popular fighting series you know), correcting most of the elements that were amiss in the last instalment. That, along with a few new moves, makes this World Heroes almost perfect.

## Not Quite Perfect

The most noticeable change is the new four-button layout, similar to that of Samurai Shodown (two punches, two kicks; press both punches or both kicks for a strong blow).

This arrangement adds new range to the power behind special moves – before, there were only two buttons, and holding a button longer increased the power of the eventual blow.

You can also block while in the air. The moves are still easy to execute, thanks to very responsive controls, but multi-hitting combos exact more damage when an



There's even a hidden fighter – get ready for Gokuu!

opponent is cornered.

In addition to the various special moves, you'll find three new special attacks: an ABC move, a Hero move and a Crazy Death Blow. The ABC move varies from character to character and can be performed by simultaneously pressing Buttons A, B and C. Hero moves charge up gradually with each hit on an

An old foe returns for the final showdown



be said for Capt. Kidd, who is still too powerful – especially with his Spiral Kick.

## New Backgrounds

WHP looks and sounds great. The backgrounds are beautiful, but some of the activity looks choppy. The well-animated characters sport some knock-out visuals on the Crazy Death Blows and special moves.

Each stage has its own musical flavour, from intense (the volcanic lava) to subtle (the ice cave). The sound effects, such as Janne's clanking Slash Whip and Rasputin's crackling Ice Ball, are awesome.

## World Heroes... Almost Perfect

World Heroes Perfect almost lives up to its title. Those of you still reeling from Jet will find a very fun fight here, lumps and all.



PROTIP: Rasputin's ABC attack will make you a very small problem – literally

opponent and cause more damage. The Crazy Death Blow is a Fatal Fury-like near-death move that causes incredible damage.

World Heroes 2 Jet fans will find some corrections. A few fighters have been toned down. For example, Jack's cheesy Mixer Crunch no longer has unlimited range. Unfortunately, the same can't



PROTIP: You can vary the range of the Crazy Death Blow depending on how long you keep the buttons pressed down



PROTIP: You can only perform the Crazy Death Blow when your life bar is flashing red. Do it with a maxed-out Hero bar for some serious damage



PROTIP: To perform Janne's Crazy Death Blow, motion ↓ ← ← ↓ → (B C D)

Neo Geo Game Profile  
**WORLD HEROES PERFECT**  
ADK

The World Heroes return for a fourth time with the same fighters but more moves – including Crazy Death and Hero attacks! Perfect? Not quite, but almost.

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Import  
Beat'em-up  
2 players  
Side view

**91%**



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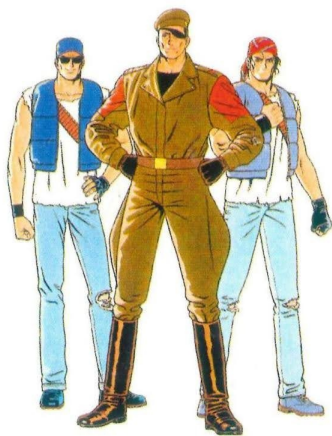
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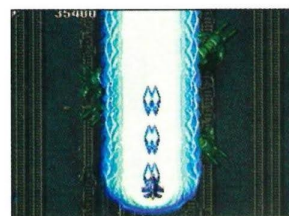
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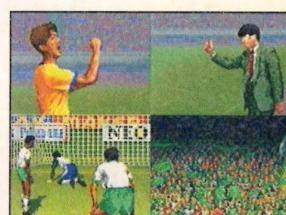
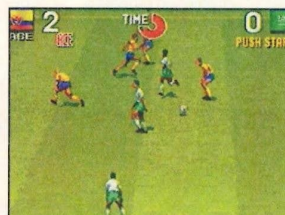
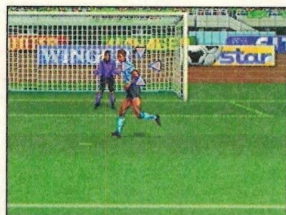




King of Fighters 1994  
& Special Moves



Super Side Kick 2



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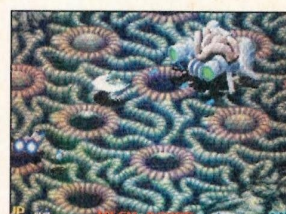
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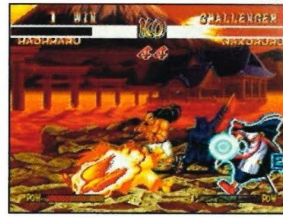


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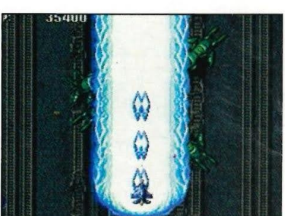
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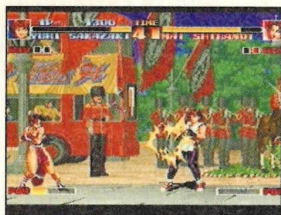


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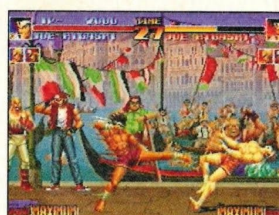


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ROAD TO THE FINAL VICTORY

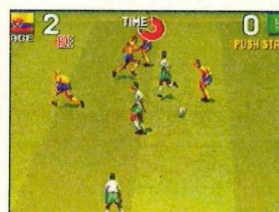




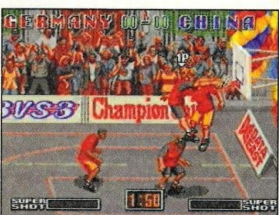
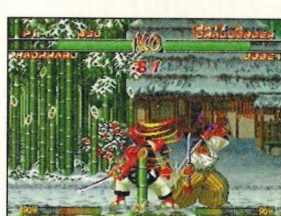
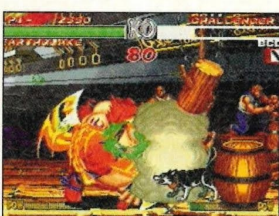
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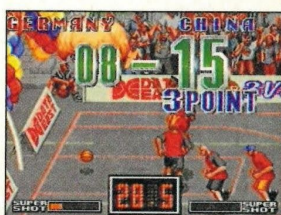
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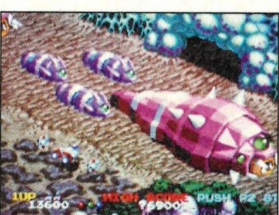
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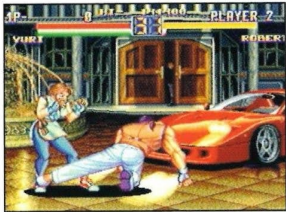
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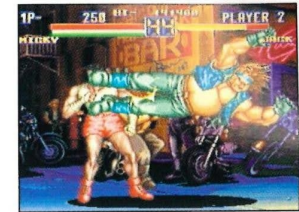




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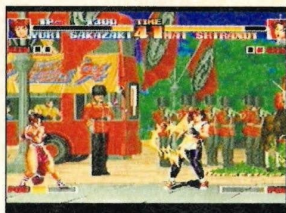
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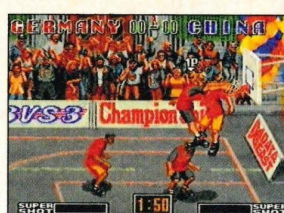
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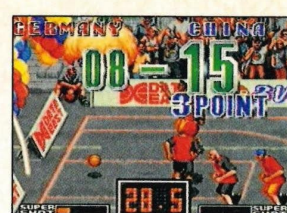




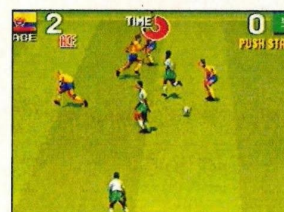
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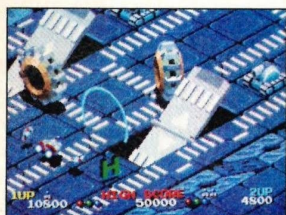
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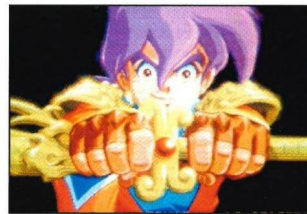
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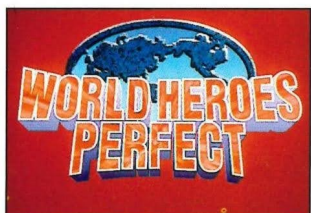
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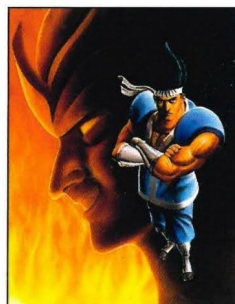
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World Heroes Perfect



Kabuki Klash



Kabuki Klash



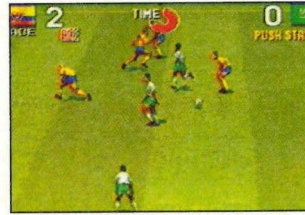
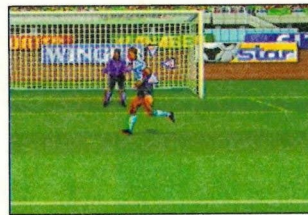




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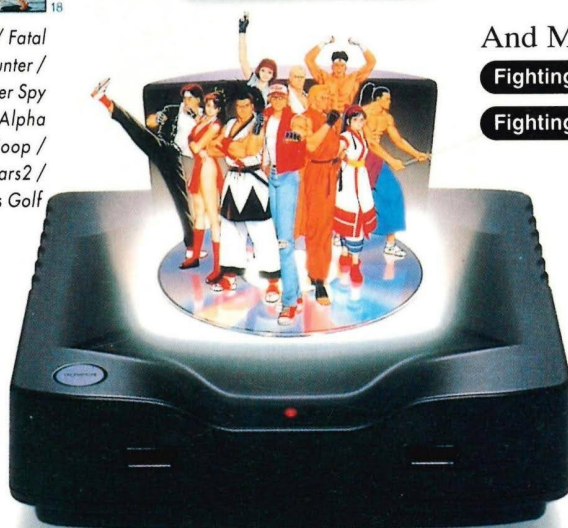
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# Look At What's New in March!

## NEO GEO CD's Magnificent Soft Line-Up!

The Super Battle of the Beasties!



Slam-Down, Hit-the-Canvas Action!



A Flying Festival of Shooting Thrills!



Defeat the Dreaded Dark Shogun!



Travel Time with the Ninja Avengers!



Hit the Field with Full-Scale Football Fun!



The Classic Soccer Game of the Future!



But wait, there's even more! Look for our thrilling April releases too!  
Baseball Stars Professional, Cyber Lip, Robo Army, Double Dragon, and a few surprises!



# NEO-GEO CD

& NEO GEO CD Joystick Controller! Our Latest Hit !!!



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The Future Is Now  
**SNK**

SNK/NEO GEO's April Line-Up!

**ONLY ONE CAN BE THE STRONGEST!**

# FATAL FURY 3

ROAD TO THE FINAL VICTORY

©SNK 1995



New characters! Explosive fighting combinations!  
A new 3-D arena of action, attacks, and excitement!  
Fatal Fury is back as you've never seen it before!!  
Coming in April on NEO GEO CD!!!

NEO GEO CD  
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**DOUBLE DRAGON**  
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# ***US Magazine Articles***





## SPECIAL FEATURE!

# SNK TO INTRODUCE NEW CD-BASED GAME SYSTEM IN SEPTEMBER!

SNK of Japan held a press conference on the first day of the Tokyo Toy Show to announce their long-awaited CD machine.

Rather than just adding a CD-ROM drive to their existing home system like Sega did with their Sega CD, SNK opted to create a whole new game system that was CD-based.

As it stands now, SNK has three virtually identical game systems—the cartridge-based arcade machine, the cartridge-based home Neo-Geo system, and now the CD-based home Neo-Geo machine.

The new CD-based home system will be available in September in Japan and sell for under \$500. All of the old, present, and new games will be released on CD. The games will sell between \$45 (older titles) and \$80 (new releases).

At the press conference, the SNK officials stated that the system will be packed with 56-Megabits of memory and come with a single speed CD drive (see sidebar for the U.S. specs). In testing the prototype, the games took from 12 to 29 seconds to load. Not a lot? When you are in the middle of a game, it is an eternity because every time a new character is loaded into a fighting game you have to wait.

SNK also announced the software release schedule. In order to keep all three systems going, all new games will first come out in the arcades. About 1 to 1 1/2 months later the game will come out in the home cartridge format. After another 1 to 1 1/2 months the game will come out on CD. In most instances the audio will be rerecorded and enhanced to bring it up to CD standards. Art of Fighting 2, Fatal Fury 2, Fatal Fury Special Baseball, Golf, and Samurai Spirits are examples of games that will have rerecorded soundtracks.

Now that the games are more reasonably priced, SNK further stated that they have



SNK's new stand-alone Neo-Geo CD game system will be out in Japan in September. It will sell for under \$450 and all of the current and future games will be converted to CD!

24 licensees who want to make games. This is about the best news yet!

On the down side, there will not be an arcade card slot on the new system but SNK officials stated that there will be back-up RAM built inside the machine.

On the flip side, SNK announced that the CD system will not be modified for arcade play as the arcade CD drive would be exposed to much more abuse, heat, dust etc. and they thought that type of system wouldn't work very effectively.

There will be a new controller and it will come packed with the system. SNK is considering making a small 'Sega-type' hand controller but they didn't think it would be out this fiscal year.

One reporter asked if the home cartridge Neo-Geo would survive now that the lower priced CD system will be coming out. The officials from SNK emphasized that they are completely behind the home cartridge version and they will be watching that market very carefully after the CD system comes out. They further stated that because of the arcade roots (the home cart is virtually a carbon copy of the arcade cart) the home cart will always be there. At worst they may have to adjust the price of the home cart downward to accommodate the demands of their players. They maintain that players who have their system will want to play the game (at any cost) as soon as it becomes available. We have to agree as that is just what happens here when a new game comes out!

### NEO-GEO CD COMING TO THE U.S.

We contacted Chad Okata at SNK of America to check on what the U.S. will be doing. He stated that the system will be out over here in September '95 and cost about \$400. There was one conflicting point, though. He stated that the system will come with a double speed drive instead of a single speed. If this is true, perhaps the loading problem will be minimized.



When we tested out the system in Japan, we really saw a lot of this screen!



A new four-button controller will be available for the Neo-Geo CD machine.



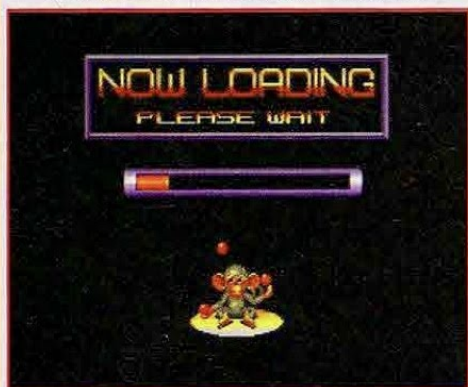


# SPECIAL FEATURE!



## NEO•GEO CD

**What's This Screen?! Oh,  
no!! It's Access Time!!**



*There is a delay at times, but...*  
Yes, it's true—there is a pause in the game at points so certain scenes or stages can be loaded. However, the longest access period is when the game is initially loaded. Otherwise the loading time is incredibly brief—at most only a few seconds! At least there is a time bar to show how much time is left and a small, juggling monkey to entertain you, if you like that sort of thing!



At the 32nd Annual Japanese Amusement Machinery Manufacturers Association (JAMMA) show, SNK showed off their new Neo•Geo machine that will probably replace the cartridge-based machine currently circulating. Although the machine was sold out hours after it hit the shelves in Japan, we managed to get ahold of one and were thoroughly impressed. We also played four of the first CD releases: Art of Fighting, Art of Fighting 2, Fatal Fury 2, and Samurai Shodown. Housed in a black case, the front-loading system will be released in the States as a top-loading system.

One of the first things we noticed about the system, other than the access time on the games, was the sound which was, to say the least, incredible. Granted, purists will be disappointed to find some of their favorite music selections reworked, but from what we heard, the reworkings stayed very close to their original source material. The worst example of the music of the four games we sampled had to be Yuri's stage music in Art of Fighting 2. The original was more intense

than the techno-pop reflections in the CD version. However, in Samurai Shodown, the music in Charlotte and Nakoruru's stages were hauntingly beautiful and much more subtle than in the cartridge versions. The same holds true for Amakusa's stage in the second round after the gigantic rock explodes. What sounded like an entire symphony set the tone on the CD, unlike the cart where the music seemed to be in the foreground blasting at you from every direction. Another advantage, in terms of music, is no more buying music CDs! All the music tracks for each game can be accessed at the main Neo•Geo CD screen. (It can also play ordinary CDs as well.) You can program music selections, have a random select—everything like a compact disc player on today's market.

But how did the games control? Well, rest assured, fans of the many great Neo•Geo games will definitely not be disappointed with the CD versions. There is no difference whatsoever in play control. The only difference is with the new joypad. Those raised on the Neo joystick will probably get frustrated with the small joypad. For one thing, the buttons being stacked two on top of each other made us look at the pad instead of the screen when executing the moves in the fighting games. However, in time, these buttons will probably become second nature.

What about the Memory Card? Well, it's gone—the Neo CD doesn't require a Memory Card. It does, however, have an internal RAM memory backup that allows you to save games.

Now the real clincher—the price. The Neo•Geo CD will probably retail for about \$500. However, the games will probably be as low as \$55 each. Keep in mind, the cartridges for the old system are in the \$200 range per game!

Admittedly, there will probably be those who are hesitant to take the plunge into the CD-ROM game world. One reason is probably the Sega CD—a system that promised so much, but in the end







Samurai Shodown II will be one of the first brand-new games to be released on for the Neo•Geo CD-ROM format!

disappointed many gamers looking to go to the next level. When that system was launched, the initial games were Night Trap and Sewer Shark. Of course, those two releases really didn't do anything to boost faith in that system. Expectations were that games for that system would automatically be better than those for the cartridge-based Genesis. With the NEO CD, almost the opposite expectations are true: can the CD measure up to the NEO cartridge games? From what we've seen, absolutely yes.

### Listen to This...



The music in Samurai Shodown is different, and in many instances, better than the music in the cartridge versions! Like Amakusa and Charlotte's stages!



In the end, Neo•Geo has done an excellent job with the new CD-ROM (especially with games that are horribly dated like Art of Fighting and Fatal Fury 2), and they are off to a great start. With games in the double instead of triple digits in terms of price, it could be the sort of thing to widen its acceptance to home gamers than ever before. If you ever considered a Neo•Geo, definitely give this system a look!



No memory card needed—just save the game to the system itself! However, this could be a problem if you want to play the game on someone else's system! On the player we tested, you eject the disc by holding down all four buttons and pressing the SELECT button. You can also use this method to restart a game you are playing. On some of the games we played, there was an option to play the game with dialogue that was in Japanese, English, and even Spanish!

### DIFFERENT LANGUAGES:



### SAVE GAMES:



### Thank you...

Special thanks goes out to Filippo Boccara at World Int. Trading for loaning us the Neo•Geo CD. If you want to get the unit, you can send \$599 (plus shipping) to 4601 Ponce Deleon Blvd., Suite 230, Coral Gables, FL 33146 or call (305) 668-0141!

### THE GAMES:



This is it! A compact disc that can store a 118-Meg arcade game—like Samurai Shodown. A new era in CD-ROM gaming at home!

### THE 1ST SYSTEM:



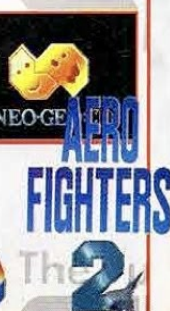
The first generation Neo•Geo CD-ROM with a front-loading tray for games.

### THE U.S. SYSTEM:



And the U.S. version of the Neo•Geo CD-ROM. This one loads on the top instead of the front.

### CONTROLLERS:







### "Good Evening, Sir..."

Remember this one? Possibly the first game to use the zooming in and out technique later employed in Samurai Shodown and Art of Fighting 2, it's Art of Fighting! The mechanics are all the same, although the game really shows its age! Pick from one of eight fighters for some one-on-one, or pick from either Robert or Ryo and play the Story Mode where you must rescue Ryo's kidnapped kid sister, Yuri, from the clutches of a man simply called Mr. Karate! The Bonus Games are critical in the Story Mode as they allow you to perform special moves, gain energy or spirit powers! A classic given the CD treatment!

### SELECT BONUS GAME



### 超必殺技獲得

ULTIMATE UPPER DEATH BLON



### Master the Many Methods of Mayhem!



### "Don't Do It Brother...!"

The sequel that added more fighters, moves, and surprises is given a completely new score. (Some scores are improved, while others are disappointing.)

Loaded with taunts and trash talk that is so indicative of SNK's fighting games, there is no slow down with any of the character's multihit moves! The trash talk is also amusing to read before each fight in the Story Mode! The arcade on a CD-ROM system!



Follow the map from fight to fight! Can you find Geese Howard in the shadows of Southtown? Can you survive the fight?



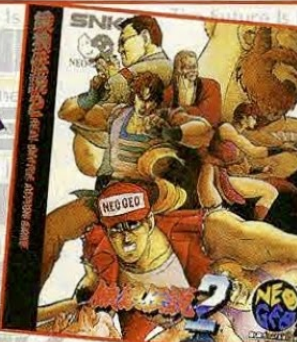


# SAMURAI SHODOWN

The 12 warriors of wonder are here on CD! The arcade smash is virtually identical to its cartridge counterpart, except for a change in music! Some of the changes are subtle (like in Nakoruru's stage) others are for the better (like in Charlotte's stage). Pick your favorite and make it to the ultimate evil—Amakusa!



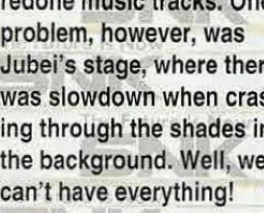
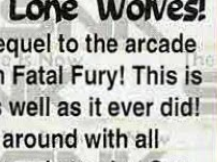
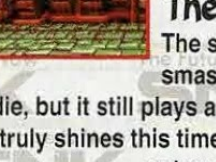
Keep an eye open for the awesome cinematics (usually preceding the Bonus Stages). Given the full CD sound treatment, Samurai Shodown is still as fresh as it was when it debuted last year!



# FATAL FURY 2

## The Lone Wolves!

The sequel to the arcade smash Fatal Fury! This is another oldie, but it still plays as well as it ever did! The music truly shines this time around with all redone music tracks. One problem, however, was Jubei's stage, where there was slowdown when crashing through the shades in the background. Well, we can't have everything!





breaking

# US launch for Neo-Geo CD

Bearing a ready-made range of arcade-quality games, SNK's Neo-Geo CD heads for the US



The new unit is sturdy, attractively styled — and cheaper to build. The flip-top CD lid is raised by a simple button (above)

**F**our years after SNK first unleashed its potent Neo-Geo console on Japan, the Osaka-based company has launched a more determined attack on the domestic market with the introduction of the Neo-Geo CD — a repackaged, restyled and remarketed version of the arcade system that achieved limited penetration into the home.

SNK released a 'special edition' frontloading model in Japan on September 9. The voracious Japanese buying public consumed all 30,000 units on the first day of sale. From now on, though, a new,

toploading model will bear the Neo-Geo CD badge. This is the machine that will soon be available officially in the US.

**NEXT Generation** reporters have managed to take a look at the only unit to have left Japan — even before the machine went on sale in Tokyo at the end of October. In technical terms, the toploading unit is identical to the frontloader. The only differences are superficial: a flip-top lid replaces the motorized CD tray, and the build quality and overall design have been improved. Like the previous model, the new machine's CD drive is a single-speed type, chosen for reasons of cost. The original Neo cartridge specs still apply, although the new machine now has a huge seven Megabytes (56 megabits) of DRAM, 512K of VRAM and 64K of SRAM.

SNK will be pricing the new machine at the same level in Japan as the frontloader — ¥49,800 (\$537), for the hardware only. According to Japanese sources, SNK makes no profit on the new hardware. Although the cost of the chipset has naturally decreased since its introduction, the continuing high cost of silicon on the international market means that the system's ample memory (the largest of any console by a huge margin) is a burden that couldn't be absorbed in its retail price.



**SNK's library of arcade games includes some truly memorable titles. The sheer power of some Neo-Geo software makes the machine well worth considering**

## Release dates (Japan)

### Early November

- Nam '75
- Alpha Mission II
- Top Player's Golf
- Puzzled
- The Super Spy
- Burning Fight
- King Of The Monsters 2
- Art Of Fighting
- Fatal Fury 2

### Last Resort

- Baseball Stars 2
- Football Frenzy
- Samurai Shodown
- Super Sidekicks 2
- Late November**
- Magician Lord
- King Of The Fighters '94
- Top Hunter
- Aero Fighters 2

### World Heroes 2

- Thrash Rally
- Blue's Journey
- Ninja Commando
- December**
- Art Of Fighting 2
- Samurai Shodown 2
- January 1994**
- Aggressors Of Dark Combat



## Neo-Geo: the story so far

The Neo-Geo home system went on sale in Japan in March 1990, packaged with a four-button joystick and a memory card. In a market where 8bit Famicom and PC Engine games were the norm, its arrival was met with general disbelief (and not just because of the price of the software). The technology was more advanced than almost anything available at the time, and delivered vivid, powerful games – SNK simultaneously launched a line of cart-driven Neo-Geo coin-ops, which are still thriving.

Given the age of the hardware, the Neo-Geo's spec is still impressive. Apart from the inclusion of an extra 430K VRAM, 64K SRAM and 56 megabits of DRAM, the CD machine is virtually identical. At its heart is a 16bit 68000 running at 12MHz, supported by a 4MHz Z80. It can handle up to 4,096 colors onscreen from a 16bit palette, with three simultaneous scrolling playfields and up to 380 hardware sprites (plus hardware scaling support). There is also some meaty sound from a 13-channel Yamaha 2610 chip.

High-memory, high-price cartridges and an entirely arcade-driven software library (no shortage of beat 'em ups) have limited the appeal of SNK's cartridge machine. Now, with the Neo-Geo CD, SNK is promising both a wider variety of in-house software (a *Zelda*-style RPG, *Krystalis*, has been held back especially for the format), and greater third party development.

SNK has had to make one major sacrifice to obtain the benefits of CD-ROM: speed. Neo-Geo CD games are handicapped by lengthy loading times – given that some of the recent games approach 200 megabits, those 56 megabits of internal DRAM don't go very far. Most of the games **NEXT Generation** tested took around 30 seconds to load initially, with subsequent loading taking place when required. Some early, lower-memory games take even longer, because the whole game is loaded into RAM at the outset, requiring a 40-50-second stream of data at 150K/sec (although no further data access is needed once the game is installed in memory). While that's fine for catching up on classics like *Magician Lord* and



The limited-edition frontloading Neo-Geo CD sold out in Japan at launch

*Nam '75*, '100 megashock' and soon even '200 megashock' games will result in even longer delays. Time to make a cup of coffee, grab a muffin, and watch an episode of "The Simpsons."

Of course, this problem is not unique to the Neo-Geo CD, and in many ways the delays endured while waiting for games like *Samurai Shodown* and *Fatal Fury 2* to load only serve to heighten the visual and sonic overload that follows. And many games (more than was first announced) will feature re-recorded CD soundtracks, which not only saves on RAM (and therefore reduces loading times) but, of course, means an improvement in sound quality – and if there's one thing Neo-Geo CD games can do, it's the production of excellent sound.

It's not known how much Neo-Geo CD will cost, or what bundled games will be included for the US launch. In the UK it is known that two



In the UK two Neo-Geo CD packages will be launched in 1995. The more expensive bundle includes two joypads (above) and three games

hardware packs are expected to be made available: one consists of the machine, a joystick and *Fatal Fury* for £399 (\$600); the other comprises the machine plus two joypads and three games (*Fatal Fury*, *Super Sidekicks 2* and *Last Resort*) for £499 (\$750). It is likely that US prices will be lower, hopefully no more than a competitive(ish) \$500.

With SNK taking the traditional Japanese route of using the hardware as a loss leader, software sales are obviously crucial. Games will probably start at \$50, rising to \$70 for newer titles, which alone makes the system an attractive proposition, given that many SNES and Genesis games are now weighing in at a hefty \$75.

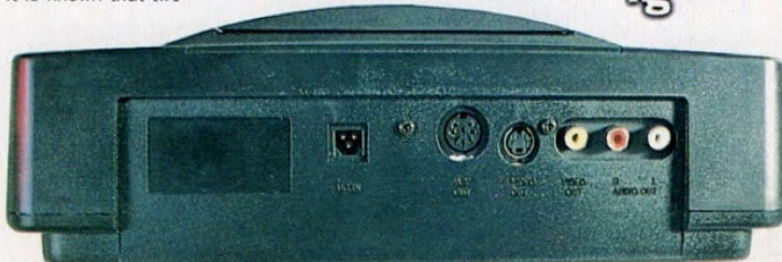
SNK is in the enviable position of having a machine that can immediately call upon a back-catalog of impressive software. Non-fighter fans may find its line-up fairly unappealing – 12 of the 25 known releases are of the brawling variety – but SNK's library of arcade games includes some great titles.

While the loading times can be offputting, the sheer power of some Neo-Geo CD software makes the machine well worth considering. Anyone in doubt should check out *Samurai Shodown* after playing *SFII* or *MKII* on the SNES. It's like reading **NEXT Generation** after

National Enquirer.



The new joystick (above) has a micro-switched directional control which works well. The rear of the machine features (from left to right) RGB S-Card, S-Video, composite video and stereo jacks





# Neo-Geo CD

SNK embraces CDs as the savior of the Neo-Geo. But can CDs deliver the same arcade feel?



**T**he prohibitive cost of software (some titles more than \$200) has always kept SNK's cart-playing Neo-Geo very much in the specialist category: a luxury item for extremely dedicated and extremely wealthy gamers.

The recent launch of a CD unit in Japan, however, could finally introduce this impressive technology to the mass market. The machine has just been launched in Japan as a limited edition (30,000 units) front-loading model with a price tag of just under ¥50,000, equivalent to approximately \$525 in US currency.

Encouraged by the response from consumers and determined to secure continuing software support, the firm has now announced that it will manufacture a top-loading system to be made generally available at a lower price, probably in December '95.

Internally, the only difference between the CD and cart version is the addition of seven megabytes of DRAM and a slight tweaking of VRAM and DRAM. The transition from cartridge to compact disc has proven difficult for everyone, these new hardware features are simply SNK's solution to the problem of speed.

**The most crucial advantage** of CD is the more affordable software price. Neo-Geo carts are spectacular because of their sheer size — some weighed in at over 150 Mbits. All that memory costs an awful lot of money. And yet, even the largest games will fit into a CD and so will carry a price tag of between \$50-\$80, equivalent to about £30-£50.

Unfortunately for existing Neo-Geo owners, the CD drive is not being offered as an upgrade but as a stand-alone machine. Still, anyone rich enough to have bought the original probably won't

balk at more investment.

SNK's plan is to release cart and CD versions of all its titles, carts appearing first, followed by CDs within a month or so after. It is also busily converting many of its old cart hits to CD.

So far SNK can only claim two third party publishers. But with a large library of its own titles, SNK already has accumulated 25 Neo-Geo CD titles. The firm hasn't announced any plans for launch in the US or Europe, but it looks likely that both territories will be targeted next year.

Question marks hang over how a Neo-Geo CD game will 'feel.' Certainly the main attraction with Neo-Geo's cartridges is the arcade-perfect speed, look and gameplay. If the addition of a CD drive messes with this popular (if not necessarily successful) "bringing the arcade game home" feature, then it is difficult to see how SNK can really compete with the big boys.

**LAUNCH:** Limited edition version already available in

Japan. Lower cost top-loader released in December. Should hit US and Europe in '95

**PRICE:** Currently \$520 (¥49,800), but the new model will be cheaper

## tech specs

### Neo-Geo CD

**CPU:** 16bit 68000 running at 12MHz, supported by 4MHz Z80

**Graphics:** Three simultaneous scrolling play fields, up to 380 hardware sprites and some hardware scaling support

**Colors:** 4,096 colors on-screen from a 16bit palette

**Memory:** Neo Geo CD adds: 430K VRAM, 64K SRAM, 56Mbits DRAM

**Sound:** 13-channel Yamaha 2610 chip

**Format:** CD

## key software



Neo-Geo CD games can take up to 50 seconds to load from CD to RAM



**Samurai Shodown** — one of the most impressive fighting games of 1994



Neo-Geo's back catalog of fighting games will be re-released on CD



# Neo-Geo CD

Manufacturer: **SNK**  
 Price: **\$399**  
 Released: **TBA**  
 Origin: **Japan**  
 US Sales: **N/A**

While its dogged hold on niche cult markets has proved successful, SNK's gaming approach could be said to be 2D, and is in jeopardy of falling flat



## Tech Specs: Neo-Geo CD

**CPU:** 16-bit 68000 RISC chip operating at 12 MHz

**Memory:** 56 Mbits DRAM  
 512 K VRAM  
 64 K SRAM  
 Data accessed via single-speed CD-ROM drive

**Graphics:** 4,096 colors from 16-bit palette  
 Resolution 320x224  
 Up to 380 sprites on-screen  
 Hardware sprite scaling  
 Three simultaneous layers of scrolling

**Sound:** Z80 chip operating at 4 MHz  
 13 channel Yamaha 2610

**Background:** The original Neo-Geo system boasted that it was the "Only 24-bit game system." The technology hasn't evolved, but the times certainly have.

**T**he Neo-Geo is based on a very cool idea. The SNK's Neo-Geo arcade system enables you to choose from a selection of cartridge-based games, which arcade operators can easily mix around to provide regular variety. Although the vast majority of titles tend to be 2D fighters, 2D shooters, and the odd simplistic sports game, Neo-Geo's system is so attractive to arcade owners that Sega has recently imitated it with its own low-cost Titan arcade system.

The original Neo-Geo home system basically bought the exact same arcade experience home. Cartridges, however, cost upward of \$200, which relegated the system to a very select market.

In an effort to widen appeal, SNK Japan released the Neo-Geo CD system in 1994, with a CD release schedule that trails the cart by about one to two months. The Neo-Geo CD is

the original 24-bit system with the addition of a single-speed CD-ROM drive and 7 MBs of RAM. Based on a Motorola 68000 running at 12 MHz, it has 512 K of VRAM and memory cards that work at the arcade and at home.

Neo-Geo's price has always kept it from the mainstream, and now, even with the cost of games coming down for a CD system, its popularity is likely to remain largely a cult thing. Why? SNK has always had a reputation for producing fun-to-play games, but — in the absence of any 3D power — almost all are 2D fighters or shooters, a genre that, while popular, is not exactly cutting-edge.

## Neo-Geo Ratings

Processing Power ★  
 Existing Software Library ★  
 Third Party Support ★  
 Marketing Muscle ★★  
 Future Prognosis ★  
**Overall ★1/2**

## Key Software



King of Fighters is a good 2D fighter, typical of SNK



Viewpoint is one of the all-time classic arcade shooters





Put yourself in the action with  
stunning graphics, superb sound,  
and the ultimate in arcade games.  
The new age of NEO GEO has arrived.

# NEO·GEO CD

The  
ultimate  
CD  
game  
machine



The Future Is Now  
**SNK**



**\*ARCADE GAMES PLAYABLE  
ON HOME CD SYSTEM**

**\*CRYSTAL GRAPHICS  
AND VIVID PCM SOUND**

**\*D-RAMS HOLDING  
56-MEGA-BIT MEMORIES**

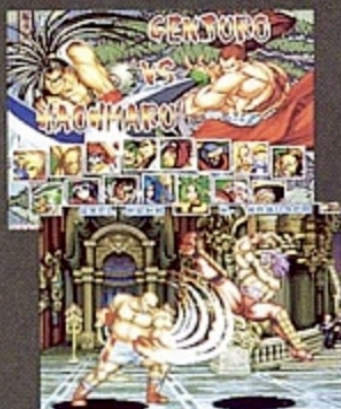




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## Neo-Geo

### Rally Chase CD

**Publisher:** SNK  
**Developer:** ADK

*Rally Chase*, on the new Neo-Geo CD system, is an overhead racing game played out on a global course. Regrettably, the many courses are largely the same and the action is less than intense. In the day and age of the 3D racer, it's difficult to accept this archaic point of view, regardless of execution — which is not bad, but isn't exactly notable either.

The view, combined with the lack of any real innovation in track design, makes this a game better suited for days gone by. For mindless fun *Rally Chase* comes in at about average.

**Rating:** ★



*Rally Chase's* overhead view is easy to follow, but mostly just a reminder of videogames past

### Street Hoop CD

**Publisher:** SNK  
**Developer:** Data East

*Street Hoop* (on Neo-Geo CD) represents a slightly less formal style of basketball than one might see in the NBA, or even in other basketball videogames. In this game the rules of physical contact have been thrown away leaving a hard-core style of anything-goes ball. The success of this game is in its fast, furious pace with as few of the laws of physical reality as possible.

The teams are made up of three players each and the play control is good, simple, and intuitive. There are, nonetheless, some bothersome problems in



The lack of reality in *Street Hoop* sometimes manages to add to the game's excitement

keeping track of your players on defense due to computer-controlled player selection.

*Street Hoop* is definitely arcade-style action and meant primarily for two players with its quick passing and under-sized court, and it translates well enough to the home system.

**Rating:** ★★

### World Heroes Perfect

**Publisher:** SNK  
**Developer:** ADK

The success of SNK's arcade fighters is unquestionable. The question as to whether this kind of commercial arcade success warrants a home release becomes easier to answer with each practically identical title making its way to the home console.

It's not that *World Heroes Perfect* is not a good two-dimensional fighting game because it is. But there is nothing significant about this game that differentiates it from any of the long list of fighting games already available from SNK for the home system. *World Heroes Perfect* is best left for fighting game enthusiasts and those gamers without any other fighting games in their current library.

**Rating:** ★★

## Neo-Geo

### Aggressors of Dark Kombat CD

**Publisher:** SNK  
**Developer:** ADK

Here we go again. Though they claim this title to actually be a 3D fighter, *Aggressors of Dark Kombat*, Neo-Geo's latest fighter, is every bit as indistinguishable as the last



*Aggressors of Dark Kombat* — another in a long, long, long line of familiar Neo-Geo fighters

several 2D fighters. What apparently makes this one 3D is a tiny bit of depth in the playing field enabling your fighter to step in and out of the direct line of fire.

From graphics to moves to sound effects, almost every element in this game is more-or-less average and is not likely to stand out from the enormous 2D fighting library of Neo-Geo. While the added depth is a nicely added twist to an old formula, this minor change simply doesn't end up making much difference.

**Rating:** ★★

### Kabuki Klash

**Publisher:** SNK  
**Developer:** Hudson Soft

What can we say? Neo-Geo has yet another 2D fighter for you, and well, it's just about as good as any of the rest of them.

This one is a little more cartoon-like and cute than most, but overall there's not much to separate this title from the countless other two-dimensional fighting games previously released for Neo-Geo systems.

If anything was to separate this one from the masses, it would have to be the feature enabling you to collect bonuses (including anything from extra points to extra magic) during a fight in which birds fly overhead. And now for the standard Neo-Geo fighting game review ending: If you just can't get enough of that 2D fighting action, here's yet *another* one for you.

**Rating:** ★★



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時は十八世紀、江戸時代も半ばを過ぎた頃。

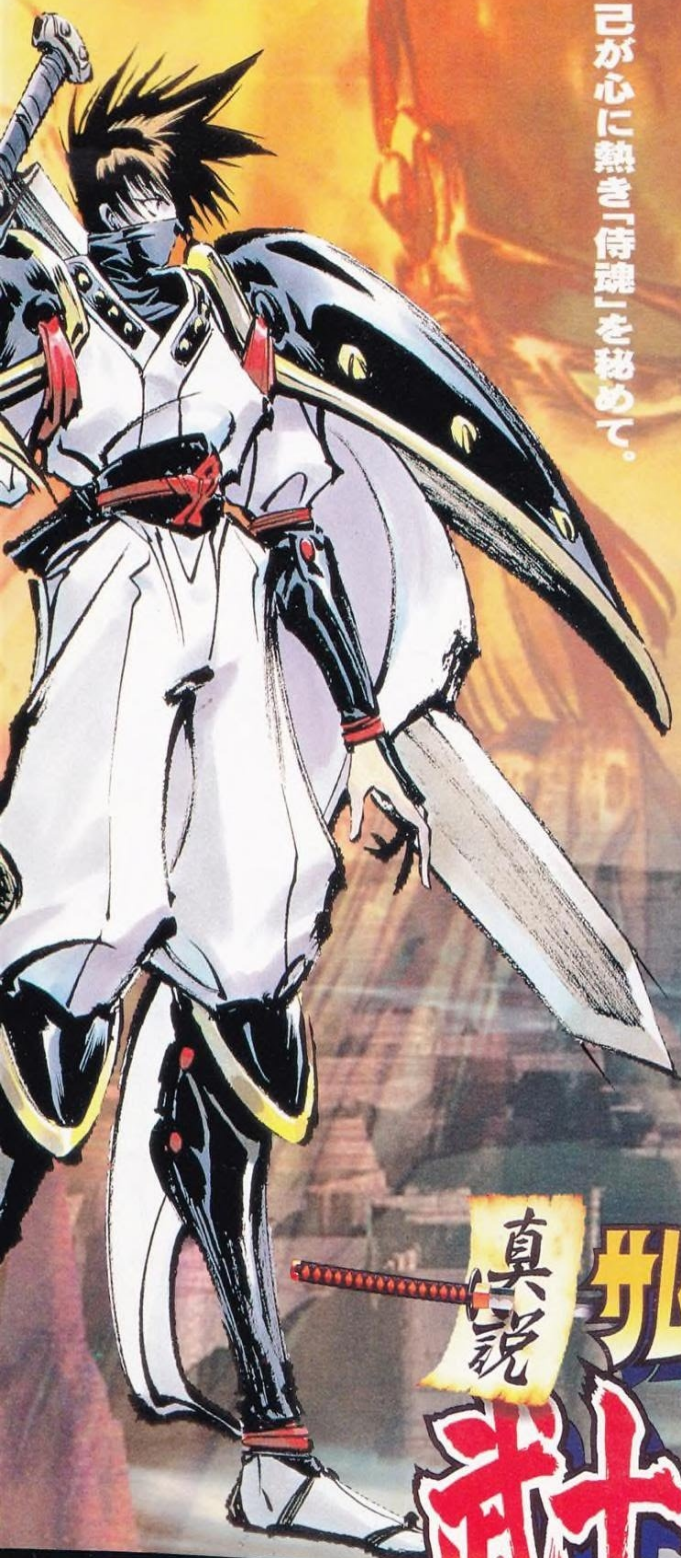
泰平の世を脅かす不吉な影が、密かに動き始めていた。

人知れず、恐るべき魔界の力が蘇ったのである。

そして、同じ頃……

六人の剣士が、それぞれの信ずる道を歩み始めた。

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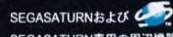
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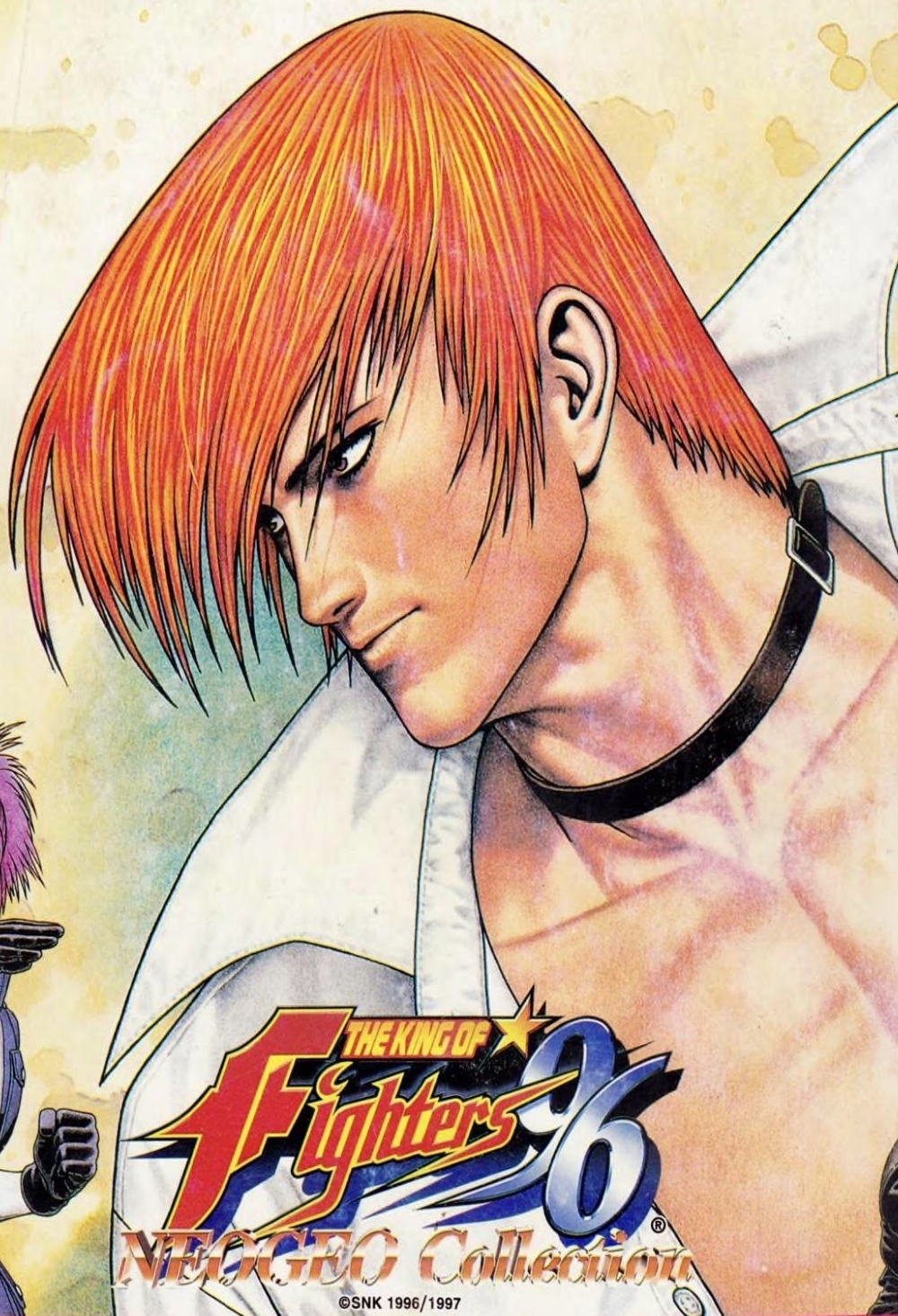


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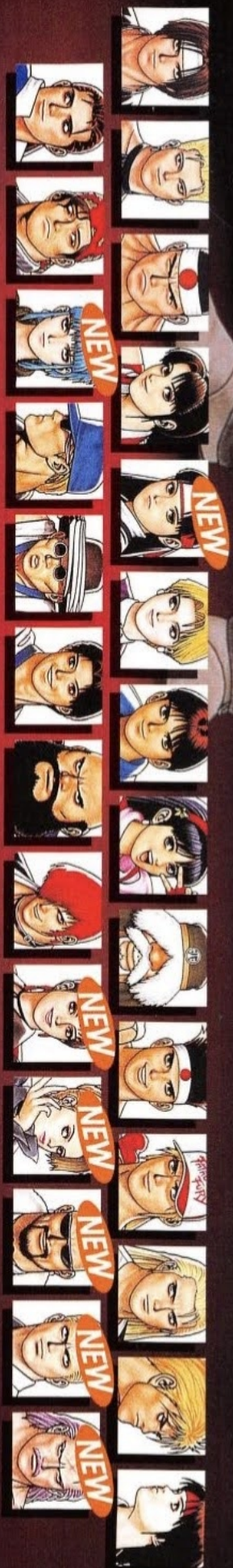
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サバイバーモード・ベストスコア時の画面を撮影した写真とCDソフトに付いている応募券を同封して、郵便番号・住所・氏名・年齢(学年)・電話番号・使用キャラクターを記入のうえ、下記の宛先までお送りください。タイムアタックとスコアアタックそれぞれの部門で各キャラ上位5名(合計270名)の方に「認定証」と「KOF'96オリジナルテレカ3枚組」をプレゼントします。

宛 先: 〒564 大阪府吹田市豊津町18-12 株式会社エス・エヌ・ケイザ・キング・オブ・ファイターズ'96 係行  
締め切り: 1996年11月30日(当日消印有効) ※発表は賞品の発送をもってかえさせていただきます。



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大容量56Mメモリー搭載。ネオジオCD

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幕末浪漫

# 月華の剣士

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## ❶ 結界の崩壊 ❶

生者の世界と、死者の世界を結ぶ「地獄門」。人の世の始まりよりこのかた、この結界を守ってきたのが、青龍、白虎、朱雀、玄武の“四神”である。しかし、四神の結束が血と憎悪によって崩れた時、結界「地獄門」もまた、崩壊が始まった。それは同時に人の世の動乱の始まりを意味していた。



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数あるゲームの中でもとびきり多くの情報量を持つネオジオゲーム。だからネオジオCDは、数あるゲームマシンの常識を超えた大容量56メガビットD-RAM搭載マシンなんだ。CD-ROMからの情報をダイレクトに使いこなし巨大なキャラクターだってグリグリ動かしてしまう高性能で、ネオジオゲームならではの興奮を続々届けるぞ。いまアーケードで人気沸騰のチームバトル対戦ゲーム「ザ・キング・オブ・ファイターズ'95」だって、はやくもネオジオCDソフトとして好評発売中。いろいろあるけど、ゲームするならネオジオCDだ。

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ネオジオCDソフトをとことん遊ぼう！

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■NEO·GEOテレフォンサービス 東京03-5275-6200 大阪06-339-0110[AM9:00~PM5:00]※電話番号はお間違えなく。

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噂の「ディオ・ゴクウ・ゼウス」が使えるCD専用オリジナルモード! ←はほんの一部分だ!

**WORLD HEROES  
PERFECT**™

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ニンジャコマンドー	好評発売中	¥4,800	パラエティール将軍(仮称)	未定	未定
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NEO・GEO CD

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# ギョッ!と ADK が詰まってる

NEO GEO CD 初の  
ディスクマガジンが誕生。  
全編 ADK のパロディーが  
てんこもりの超極楽ソフト!

11月10日に¥6,800で発売!



## ゲームシアター「19YY」

ワーヒーシリーズのブロックンを操作して迫り来る敵部隊を蹴散らすシューティングゲーム。MG34を撃ちまくり今日も飛べ飛べブロックン、ジャーマンボムだ、ジャーマンエクспロージョンだ、昇進目指して飛でいけ。



## アートギャラリー「Cafe de ADK」

ADKの歴代作品のグラフィックが展示されている。ADKらしく「忍者列伝」、ちょっと気になる「没キャラ」、ADKの歴史を振り返る「歴代ゲーム」の3つのコーナーがあるぞ。



## ADK ドーム「超絶最強選手権」

ADKの人気キャラクターを使ったカードバトル。対戦もOK。パンチだ、キックだ、必殺技だ、え〜い ついでに超必だ。勝つまで闘え。目指すは優勝、最強だ。



## 見世物小屋「NEO クイズ」

ADKの開発秘話などの問題が盛りだくさんの4択クイズ。脳味噌が沸騰するまで考えてカルトADKに挑戦だ。

などなどもりだくさん。



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**ADK 株式会社エーディーケー** 営業部

〒362 埼玉県上尾市愛宕3-2-15 ADKビル

通信販売のお問い合わせは、TEL048-775-2412まで。





# 本将棋、挟み将棋、周り将棋 が出来るお買得ソフト。

ついにネオジオCDに将棋ゲーム「将棋の達人」が登場。本将棋や「挟み将棋」、「周り将棋」が遊べます。

対局相手は実写取り込み。個性的なキャラクターたちが状況に応じて様々な表情を見せてくれます。もちろんプレイヤー同士の対局も出来ます。

**10月20日に¥7,800で発売。**



本将棋



挟み将棋



周り将棋

## 将棋の達人

~MASTER OF SYOUGI~

TM

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### ADKのNEO GEO CDラインナップ

タイトル	発売予定日	価格(税別)	タイトル	発売予定日	価格(税別)
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画面写真は開発中のものです。

**ADKテレホンサービス** 最新ソフトのお知らせ、先取り情報等、お得な内容満載。  
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NEOGEOはSNKの商標です。





# もう見た？なぞ～な小屋。

NEO GEO CD 初の  
ディスクマガジンが誕生。  
全編 ADK のパロディーが  
てんこもりの超極楽ソフト！  
こんなにコーナーがあって、  
¥6,800 で好評発売中！



## ADK開発練「ジャンヌとりよ～このお便り紹介」

ジャンヌとりよ～こが漫才をしながらお便りを紹介するぞ。

アドベンチャー方式になっていて遊びながらADKに来たお便りが紹介されるぞ。



このコーナーは、  
今までにADKに  
よせられた実書を

## なぞ～な小屋「？」

今まで何が起こるか分からなかったこのコーナーだけど、ついに明らかになったぞ。コーナーを全てクリアすると、シューティングゲームができるスタッフロール、「将棋の達人」の紹介、新作ゲームの紹介が見られるぞ。



## 見世物小屋「NEOクイズ」



ADKの開発秘話などの問題が盛りだくさんの4択クイズ。脳味噌が沸騰するまで考えてカルトADKに挑戦だ！

# ADK ワールド

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### アートギャラリー「Cafe de ADK」

ADKの歴代作品のグラフィックが展示されているぞ。

ADKらしく「忍者列伝」、ちょっと気になる「没キャラ」、ADKの歴史を振り返る「歴代ゲーム」の3つコーナーがあるぞ。



### ゲームシアター「19YY」

ワーヒーシリーズのブロックンを操作して迫り来る敵部隊を蹴散らすシューティングゲーム。

なんとこの「19YY」ではマッドマンが使えるのだ。出し方は『作戦名が流れているとき、2Pコントローラーのレバー↑+ACボタンを入れっぱなしにする。』だ！それだけではないぞ、階級が少佐以上になるとABCDボタン同時押しでジャーマントルネードが使えるぞ。



### ブラウン研究所「タイムトラベルヒーローズ」

『ワールドヒーローズ』の英雄たちのことを詳しく知ることができるぞ。「ワールドヒーローズ」を開催したブラウン＝シュガー博士の研究所に潜入だ！



### ADKドーム「超絶最強選手権」



ADKの人気キャラクターのカードバトルだ。ちゃんとキャラクターごとにエンディングがあるぞ。さらに、キャラクターセレクト画面でレバー↑↓←→+ACでラスボスのゼウスが使えるぞ。



### ADKのNEO GEO CD ラインナップ

タイトル	発売予定日	価格(税別)	タイトル	発売予定日	価格(税別)
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クロススウォード	好評発売中	¥4,800	ワールドヒーローズパーフェクト	好評発売中	¥8,800
ラリーチェイス	好評発売中	¥4,800	将棋の達人	好評発売中	¥7,800
ニンジャコマンドー	好評発売中	¥4,800	ADKワールド	好評発売中	¥6,800
ワールドヒーローズ	好評発売中	¥4,800	オーバートップ	未定	未定
ワールドヒーローズ2	好評発売中	¥5,800			





<sup>たたか</sup>闘うこと<sup>かみ</sup>神の如く、<sup>ごと</sup>舞うこと<sup>ほう</sup>鳳凰の如し!!

エアリアル バトル  
迫真のAERIAL BATTLE  
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ネオ・ジオCD版「<sup>しん</sup>神<sup>おう</sup>鳳<sup>けん</sup>拳」 8月23日発売!!

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Fax. 03-3222-1728

saurus ホームページ開設中です。是非、ご覧ください。

<http://www.saurus.co.jp/>



SAURUS

# 神鳳拳

しんおうけん  
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TM



NEO·GEO CD

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D表面はオリジナル・イラスト入り!! 神々の壮絶な闘い...それは天変地異を巻き起こす!!





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業界初!! 初回限定3面パッケージ

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# ザウルスの新作 4 タイトル。

**ACTION**

君の手で生産れた仔馬は  
共に史上最強馬を目指す!!

1996年3月下旬  
発売



GI完全制覇への道  
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ステークスウィナー  
GI完全制覇への道  
ネオジオCD版 定価 ¥7,800

リアル・ジョッキー  
アクションゲーム

**SHOOTING**

爆炎の彼方より鉄生ル者現る!!



**BRIKINGER**

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**ARCADE**

ちょうてつ  
ブリキンガー

3D・CGが構築する  
マルチストーリー  
シューティング・ゲーム



▲繁殖牝馬と種牡馬を選び、  
自分のオリジナルの愛馬を  
生み出してレースに出走で  
きます。

▲札幌競馬場、中山競馬場な  
どの実在のコースの特徴をリ  
アルに再現しています。



ステージは分岐制。選んだルートによって  
ストーリーも変化し、それぞれのステージ  
では個性的なボスキャラクターが待ち構え  
ている!!



ショットボタン連打で、ブリキンガーの  
攻撃は、さらにパワーアップ。プレーヤ  
ーが頑張ればブリキンガーも頑張る!!

■ 製造・販売元

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■ 開発元

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超ド級ゲーム「ネオジオ」

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# リリース間近かに迫る!!

SPORT



ボールを追いかけてたあの頃  
インターナショナルクラスへ!!



ARCADE

フットサル

TM

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あのフットサル (5X5サッカー) が  
ついにNEOGEOで登場!

BATTLE

闘うこと神の如く、舞うこと鳳凰の如し!!



ARCADE

しんおうけん  
3DCG SOURCEによる  
リアルモーション  
バトル

©1996 SAURUS / SYSTEM VISION TM



大会参加チームは16カ国  
プレイヤーは16カ国の大会参  
加国から自分のチームを選択  
することができます。



エースプレイヤーを  
使いこなせ!!  
能力の秀でたエースプレイヤ  
ーをうまく使うことで有利な  
試合展開も可能です。



スピーディーなゲーム展開  
コートの大きさはサッカーの1/4  
程度。だからゲーム展開は、とて  
もスピーディー。



バリエーションに富んだスタジアム  
スタジアムは屋外の他にも室内ダウ  
ンタウンなども用意されています。



狙え!! 空中連続技  
上昇・下降攻撃や、  
空中ダッシュ等の  
搭載で空中での  
自由な闘いを  
楽しめます。



決めろ天変地異技!!  
ボタン3つ同時押しで  
天変地異ゲージを  
ためれば、強力な  
天変地異技を  
使えます。

SAURUS



# FUTSAL

TM

NEO GEO CD

SAURUS

5 ON 5 MINI SOCCER

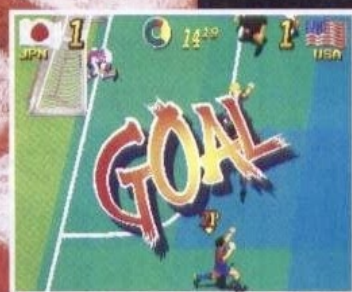
エースプレイヤー&トリック  
キーププレーを使いこなせ!!



5オン5・ミニサッカー「フットサル」  
ネオ・ジオCDでキックオフ!!

7月19日 発売予定 定価6,800円

© 1996 SAURUS



1996年はフットサル・ワールドカップが開催され、いよいよ本格的な時代の到来だ!!

フットサルとは5対5のミニサッカーのこと。一番の特徴といえば、11人制サッカーには見られないスピーディーなゲーム展開です。コート広さも人数に合わせて11人制のサッカーの4分の1程度。つまり、サッカーゲームでありながら中盤のもたつきがなく、膠着状態が続くということがありません。エキサイティングな試合展開が楽しめます。さらに、このゲームでは、テクニカルでトリッキーなプレイをCボタン1つで簡単に繰り出せる様にしました。トリッキープレイで繰り出される技は、ジグザグドリブル、フェイント等選手によって様々に設定されており、またランダムによって繰り出されるので、サッカー本来の面白さである、偶然性・意外性を存分に楽しむことができます。



# ザウルスが贈る NEO・GEO-CD第1弾!

好評発売中!!

定価5,800円(税別)

●122メガ

クイズシティで謎の言葉を残して失踪したユリ。  
SNKキャラの勇者達がユリ搜索のため、  
クイズシティに乗り込んだ!!  
格闘クイズ選手権に渦巻く陰謀とは?



©SNK 1993, 1994 ©SAURUS 1995



ノルマクイズ



連打クイズ



スロットクイズ

対戦ゲーム有り!



## ■ストーリーモード

ストーリーモードでは、ネオ・ジオクイズゲームでお馴染みの「ノルマクイズ」「連打クイズ」「スロットクイズ」などのバリエーション豊かなクイズ形式に、今回新たに「格闘クイズ」を追加し、迫力のグラフィックでキャラクターの技を3Dで表現しました。

また、マップは選択形式のため、1度クリアしても2度3度と楽しむことができます。

## ■「対戦クイズ」とは?

ストーリーモードの「格闘クイズ」を利用して、クイズゲーム初の「対戦クイズ」を採用しました。(基本的には早押し形式で答えるクイズです)

●正解した攻撃ゲージの攻撃で、対戦相手のライフを減らし、先に2本先取した方が勝ちとなります。

●各キャラクターの攻撃ゲージは、ストーリーモードとは違い攻撃ゲージの内容、攻撃値、防御値が違うため、選択するキャラクターによってより戦略的な対戦が楽しめます。

発売元



株式会社 ザウルス

〒102 東京都千代田区麹町4-3-29 麹町関東ビル

電話03・3222・1734



NEO-GEO CD

ネオジオはエス・エヌ・ケイの商標です。





超トコゲーム「ネオ・ジオ」

TECHNOS  
TECHNOS JAPAN CORP.™



NEO-GEO CD



6月2日発売  
希望小売価格 ¥7,800 (税別)

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# DOUBLE DRAGON™

©1995 TECHNOS JAPAN CORP.

株式会社 テクノスジャパン  
〒165 東京都中野区新井1-26-6

テレホンサービス 03-5343-5605

ネオジオはSNKの登録商標です。





で遊ぶ



# NEO·GEO CD

Put yourself in the action with stunning graphics, superlative sound,  
and the ultimate in arcade games  
the new age of NEO GEO has arrived.

ネオジオ、誕生。

NEO·GEO CD  
PRO-GEAR SPEC  
ADVANCED ENTERTAINMENT SYSTEM

'94年9月9日  
24タイトルと同時発売!

SNK





遊びたいゲームをそのまま、  
プロの視点でゲームを  
あのネオジオのすべてを、  
CD-ROMで遊ぶ

あのゲームを完全再現できる

# NEO·G

Pure arcade action on the ultimate medium. NE





このマシンで手に入れろ！  
創り続けるSNKが、  
いま、もうひとつのネオジオに。  
ネオジオ、誕生。

ゲームマシン、ネオジオCD。

NEO GEO CD

NEO GEO evolves into the next age of technology.



# ゲームワールドをさらに広げるハイパフ ゲームのためのゲームマシン、ネオジオCD

楽しむためだけに磨き抜かれたゲームと、  
実戦で鍛え上げられた高性能ハード。  
この2つの高度な組み合わせが、  
ゲームのためだけに存在する  
アーケードマシンの高純度クオリティ。  
常にアーケードの第一線で活躍するSNKから  
いま、高純度クオリティのゲーム世界が  
新たなカタチで、さらに広がります——  
“本当に楽しいゲームを、CD-ROMで遊ぶ”  
そのために必要な高性能を  
限りなく純粋に追求したゲームマシン。  
あのネオジオを生んだSNKだからできた、  
もうひとつの新たなネオジオ。  
ネオジオCD、誕生。

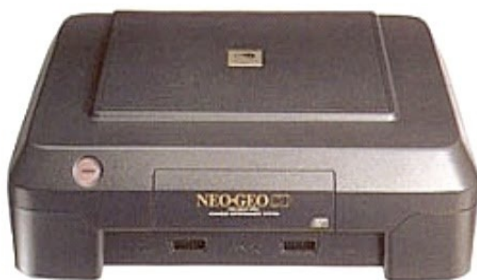


## NEO·GEOCD

ハイパフォーマンス・ゲームマシン「ネオジオCD」

希望小売価格49,800円(税別)

付属品 ● 専用コントローラー×1 ● ステレオAVコード×1 ● 映像コード×1 ● ACアダプター×1





パフォーマンス。  
CD。







で遊ぶ



## NEO-GEO CD

Put yourself in the action with stunning graphics, superlative sound, and the ultimate in arcade games: the new age of NEO GEO has arrived.

### 【ネオジオゲームが“CD-ROM”で楽しめる。】

人気アーケードマシンの強力なパワーを、SNKは一切妥協なくCD-ROMマシンに持たせ、新たなハイ・パフォーマンスを追求しました。さらに、高精度CD-ROMドライブから膨大なデータを一気に読み込むほどの大容量メモリーを搭載し、快適な動作環境を実現。S端子、RGB、AV、RFの各種接続方式にも対応。あらゆるテレビで、アーケードゲームだってそのまま楽しめてしまうCDゲームマシンの誕生です。



●RGB及びRF接続にはオプションを、S端子接続には市販のケーブルをご使用ください。

### 【ネオジオゲームが“CDサウンド”で楽しめる。】



アーケードゲームのCD-ROM化により、定評あるネオジオのゲームサウンド、音声、効果音が、新たなパワーを獲得しました。生の音を再

現する高品位デジタルサウンドが、ゲーム世界の臨場感を、アーケード以上にアップ。さらにゲームミュージックのみを、音楽CDのように自由に再生する“サウンド・トラック”機能を搭載。アーケード

ゲームそのままのグラフィック&アクションと、従来のネオジオを超える高品質サウンドを持つCDゲームマシン、それがネオジオCDです。

### 【ネオジオゲームの“最新タイトル”が楽しめる。】

アーケードの第一線で活躍する数々の最新ビッグタイトルも、続々とネオジオCDの豊富なゲーム・ラインナップとなります。しかも全タイトルとも、デジタルサウンドでスケールアップ。ネオジオCDならではの迫力で、超ド級ゲーム世界が鮮やかに蘇ります。SNK新世界楽曲雑技団がスタジオ収録した新ゲームサウンドも期待大。あのネオジオゲームの数々が、お求めやすいCD-ROMで一挙に登場。欲しいソフトがきつとあるCDゲームマシン、ネオジオCDならではの楽しみです。





【“餓狼”を遊ぼう! “サムライ”を遊ぼう! CD-ROMで一挙に登場!!】



あのギースが、クラウドがプレイヤーキャラとなって完全復活/餓狼スター15人が一挙に勢揃い! アーケードで大ヒットした豪華版が登場!

餓狼伝説スペシャル



宇宙海賊が潜む4つの星に潜入した、トップハンター。伸び縮みする腕を武器に、待ち受ける罠を突破せよ。2P協力横スクロールアクション。

トップハンター



ワールドクラスの興奮を、リアルグラフィックで。スタジアムを震わせる大歓声の中、ダイナミックプレーが繰り出。チームを強化し頂点を目指せ。

得点王2



気力システムによる超必殺技や挑発。スムーズな拡大縮小による巨大キャラクターの接近戦が、対戦のかけひきと迫力を再現。ストーリーも熱い。

龍虎の拳2



あの超過激カタナバトルが、ネオジオCDで見参。多彩な攻撃と怒りゲージによる反撃で、侍日本大活劇を制覇しろ。

サムライスピリッツ



不知火舞はじめ数々の人気キャラクターが衝撃のデビューを飾った。餓狼伝説の第2弾。闘いをよりリアルにする2ラインバトル対戦格闘ゲーム。

餓狼伝説2



どんどん出てくる最新ヒット作も続々遊べる!!

CDソフト今後も続々登場予定!

- ファイヤー・スープレックス
- 戦国伝説2
- サッカーボール
- 2020年スーパーベースボール
- キング・オブ・ザ・モンスターズ
- 戦国伝説
- サイバーリップ
- ライディングヒーロー
- マジシャンロード



無敵の龍と最強の虎が激突する本格対戦格闘ゲーム。

龍虎の拳



都市や砂漠で大暴れ。

キングオブザモンスターズ2



痛快アナで盛り上げ、バットでカッ飛ばせ。

ベースボールスターズ1



高機動ユニットを駆使する本格シューティングゲーム。

ラストリゾート



人体改造の悪夢から街を救うため、2人の若者が突入。

ミュージーション・ネーション



フォーメーション・パス&ラン。戦略プレイを完全再現。

フットボールフレンジー



対戦に2P協力プレイも楽しめる。餓狼シリーズ第一弾。

餓狼伝説



武器や変形を使い、突破せよ。痛快ロボットアクション。

ロボアミー



大阪の町並みを舞台に繰り広げられるバトルアクション。

バーニングファイト



11タイプのアーモアを装備した、戦略シューティング。

ASOII



第2次世界大戦末期、旧式戦闘機で戦火から自国を守れ。

ゴーストパイロット



簡単操作でスプリング対戦。3つのゲームモードも搭載。

リーグボウリング



邪魔なブロックを消して進む。新感覚パズルアクション。

ジョイジョイキッド



主人公の3D視点で展開する。迫力の肉弾戦と銃撃戦。

ザ・スーパースパイ



華麗なグラフィックとサウンドで魅了するゴルフゲーム。

トッププレイヤーズゴルフ



白熱対局。美しい女性との出会いが待つ麻雀放浪の旅へ。

麻雀狂伝伝



メジャー野球の開幕だ。

ベースボールスターズプロフェッショナル



激戦地帯に突入する3Dアクションシューティング。

NAM-1975

© SNK 1990, 1991, 1992, 1993, 1994

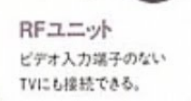
【楽しさ広げるネオジオ・オプション。】



ネオジオ・コントローラー  
熱いプレイをガッチリ受け止める、ネオジオ専用コントローラー。  
ネオジオCDに1ヶ同梱。



ステレオAVコード  
ネオジオCD同梱の専用ディンプラグコード。ステレオ対応TV接続用。



RFユニット  
ビデオ入力端子のないTVにも接続できる。



RGBケーブル  
RGB(アナログ21ピン)端子を装備した家庭用TVに、アーケードなみの高画質で出力。



モノラルAVコード  
モノラル音声仕様のテレビ(ビデオ端子付)に接続する。ネオジオ専用コード。

●ネオジオ・コントローラー、RGBケーブル、RFユニットは、ネオジオとネオジオCDに共通してお使いいただけます。



(定格) ●電源/AC100V±10%、50/60Hz ●消費電力/30W ●CPU/Z80A-68000 ●メモリー/D-RAM:56メガビット、V-RAM:512キロビット、S-RAM:64キロビット ●テレビジョン方式/NTSC方式:525本・60フィールド ●映像出力:1.0Vp-p75Ωビデオ出力:輝度信号1.0Vp-p75Ω、色信号0.286Vp-p75Ω ●解像度/320(H)×224(V)ドット ●カラー/最大65,536色 ●音声/出力:1.7Vrms(0dB)、音声特性:S/N比100dB以上、周波数特性:20Hz~20kHz ●CD-ROMドライブ/サイズ:12/8cm(CDシングル) ●本体寸法/幅345×奥行280×高さ104mm ●重量/約2.7kg ●許容周囲温度/10℃~35℃ ●許容相対湿度/20%~80%





The Future Is Now  
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**SNK**

# SAMURAI SHODOWN II

Quinze samurai se frayent un passage  
à travers l'univers du NEO GEO CD pour  
l'affrontement de tous les affrontements!



Le tout dernier succès de SNK débarque sur NEO GEO CD. Avec ses  
décors splendides, son action incessante, son ambiance sonore éblouissante  
et ses bruitages fabuleux, "Samurai Shodown" va exciter vos sens!

Les jeux SNK sur NEO GEO CD... Le meilleur choix des passionnés de jeux vidéo partout dans le monde!



SAMURAI SHODOWN II ©SNK 1994



Ne rate aucun de  
nos nouveaux jeux  
'prix réduits'  
originaux.



## NEO·GEOCD™

SUPER HIGH TECH GAME  
**NEO·GEO**

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